

POPULAR Computing WEEKLY

35p

16-22 June 1983 Vol 2 No 24

This Week

Graphics software

Graham Taylor weaves his way through a tapestry of graphics programs including *Pst*, *Mutant Herd* and *Artist's Designer*. See page 14.

I robot

David Kelly talks to John Reekie of Colne Robotics about the upsurge of interest in personal robots. See page 13.

Spectrum moon

Maurice Gavin presents a program to show all the phases of the moon's orbit around the earth on page 20.

New releases

All the latest games for the popular micros including *Joust* from Softtek, and *Confuse the Cat* from EF Computing. See page 45.

★ **STAR** ★
Connect 4
on BBC.
See page 10.
★ **GAME** ★

News Desk

Busy time for the Commodore

THIS year's International Commodore Computer Show, held last weekend at the Cunard Hotel in London, really belonged to the Commodore 64 machine.

Two new machines were shown based on it — the range of SX64 portable computers, with built-in black-and-white or colour monitors and twin disc drives, priced between £650 and £995, and a 64K colour machine in an old-style Pet housing for the education market.

A range of low-cost printers were unveiled for the Commodore 64 — the 1520 four-colour printer/plotter at £169.99, the 1525 tractor-feed dot-matrix printer at £230 and the 1526 bi-directional letter-quality printer at £345.

Also announced for the 64 was a 14-inch colour monitor which will sell for £230 and a speech synthesiser unit for under £50, available in September.

Continued on page 5

Arise, Sir Micro-chip!

CLIVE Marles Sinclair has been awarded a knighthood in the Queen's Birthday Honours List.

He said of the news: "It was completely unexpected and a wonderful surprise — more than ever I find myself committed to achieving success here in, and for, Britain."

At 42, he is the founder of a company which has become the world's largest volume manufacturer of personal computers, and is largely responsible

— with the ZX80, ZX81 and most recently the Spectrum — for making the micro-computer a household item in the UK.

After leaving school at 17, he worked for four years as a technical journalist before founding Sinclair Radionics in 1962. This company produced the Executive pocket calculator at the then revolutionary price of £79. In the late 1970s, he joined forces with the

Continued on page 5



Classified

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Continued on page 4

★ ★ CHICAGO FAIR EXCLUSIVE — PAGE 4 ★ ★

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Accuracy

Popular Computing Weekly cannot accept any
responsibility for any errors in programs we
publish, although we will always try our best to
make sure programs work.

This Week

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Editorial

Arise Sir Microchip! Clive Sinclair, the
driving force behind the world's most
prolific microcomputer company, has
been awarded a knighthood.

This honour reflects Sinclair's posi-
tion as the man who, more than
anyone else, has transformed Britain
from a nation of shopkeepers to a
nation of micro users. Three years
ago, few people outside the electron-
ics industry were familiar with either
Sinclair or micros. Now, the two are
almost synonymous.

Yet, for a man who has single-
mindedly devoted himself to building up
his own business, Sinclair's interests
are very wide-ranging. He is an athlete
and he has completed a number of
marathons including the New York.

His other pursuits tend, not surpris-
ingly for a chairman of Mensa, to be
of a more intellectual nature. He is a
keen reader of poetry and has been
known to attend the opera. He also
takes a more than passing interest in
the world of publishing, both through
his sponsorship of the Sinclair Prize
for Fiction and his partnership in the
Sinclair Browne publishing firm.

Clive Sinclair has done more than
most to deserve a knighthood and few
will begrudge him the award. Howev-
er, I suspect that to the thousands of
Sinclair owners, both here and over-
seas, Sir Clive will always remain
Uncle Clive.

Next Thursday

Funfair for the 16K Spectrum is an original
arcade type game where you as a clown's
face have to catch bubbles in your mouth
from the bubble blower across the stream!
Funfair — next week's Star Game by Jack
Knight.

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Whitcomb Street, London WC2 7HF.

Commodore announced another dramatic price drop for the Commodore 64 machine and surprised many by deciding to discontinue sales to dealers of the Vic20 in August. The company clearly wishes to drop the Vic in favour of the 64 and, to that end, the 64 now sells for only \$199, with a special offer of a further \$100 off the price in part exchange for a used Vic.

Prices of Rom software were also slashed — coming down to only \$9.95.

Mattel showed a new computer, the Aquarius II. With 20K Ram, expandable up to 64K, full-travel keyboard, Extended Basic, 16 colours and a high-resolution graphics mode of 320 x 192 resolution, the machine should be available in the US this winter.



Other Mattel products on show for the first time were a 40/80 column, four-colour, printer and the Master Expansion Module with CP/M compatible disc drives for the Aquarius and Aquarius II.

Texas Instruments confirmed the demise of its new 99/2 mate black-and-white computer. Instead the company has repackaged the 99/4A and cut its cost drastically to around \$130.

Timex provided perhaps the most of interest to a British



visitor, presenting three new computers based on Sinclair technology — the TS2048/TS2068 and the TS1500.

Both the TS2048 and the TS2068 are drastically altered

Tim Hartnell reports from the CES Consumer Electronics Show



THE CES Consumer Electronics Show held at the McCormick Center in Chicago last week is one of the key trade shows in the US.

By British standards its size is awesome. The attendance over the four-day show topped 80,000 — and that is only members of the trade, the public were not allowed to visit. The actual display area was more than five times the size of our own Personal Computer World show — buses were laid on just to ferry visitors around the exhibition area.

Spectrums. The TS2048 has 24K Ram and 16K Rom selling for \$149.95 and the TS2068 has 48K Ram and 24K Rom. Looking completely different from their UK equivalent in a silver livery the TS2000s have a number of additional features.

The keys have a more positive feel and a space-bar has been added. Both models feature a built-in Rom cartridge slot and joystick port. Extra commands include *On-Error*, *Stick*, *Free* (to determine the memory remaining) and *Sound* giving access to a three-channel synthesiser. The TS2068 also features a second character width 256 x 192 high-resolution display mode.

The TS1500 is a ZX81 equivalent with 16K built-in packaged in a Spectrum-like case with moving keys. This

ing the 2K ZX81 equivalent, the TS1000, for \$29.95, about £19.

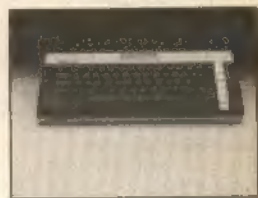


Atari, who is heading for increased second-quarter financial losses, hit back by launching an almost entirely new product range. Of particular interest were four new computers, two of which are aimed firmly at the home computer market.

The 600XL is 6502-based with 24K Rom, 16K Ram (expandable to 64K) and a full-

size keyboard. It has 256 colours, four voices and a 40 x 24 character display. There are five text display modes and 11 graphics display modes with a maximum resolution of 320 x 192. The 600XL is seen as a competitor for the Vic20 and TI99/4A, and will sell for \$199.

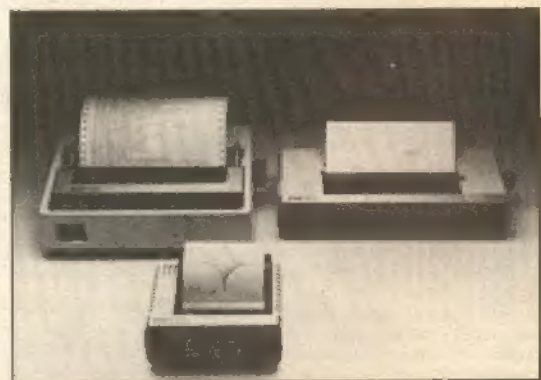
The 800XL machine is the same as the 600XL, but with a built-in memory of 64K. The other two machines are the 1400XL with 64K, built-in modem and four programmable function keys and the 1450XL with 64K Ram, function keys, built-in modem.



speech synthesiser and dual-density, double-sided disc drives.

Among the other products on show from Atari were a new 1010 cassette unit (\$99.95), a four-colour printer/plotter, the 1020 (\$299.95), an 80-column dot-matrix printer, the 1025 (\$549), and a letter-quality printer, the 1027 (\$349.95). A modem, the 1030 was shown, as was a new 1050 disc drive (\$450), touch tablet controller, trak-ball controller, new joysticks and a CP/M module.

CBS announced what became the star attraction of the show — the Colecovision Adam computer. The Adam comes with separate keyboard and processor unit, a pair of joysticks, a daisy-wheel printer and two stringy floppy drives, all for \$600.



Busy time for the Commodore

Continued from page 1

Software for the 64 is now coming through in a flood, both from Commodore itself and from the independent suppliers.

The most outstanding games program was *Soccer*, previewed by Commodore for release on Rom later in the summer. Commodore showed ten new titles that are available immediately: *Radar Rat Mace*, *Sea Wolf*, *Clowns*, *Jupiter Lander* and *Music Composer* on cartridge and *Sooper*

Froot, *Stellar Wars*, *Depth Charge*, *Labyrinth* and *Super Blitz* on cassette.

Education material was also strong from Commodore. Two impressive series of animated graphics programs with words and speech using the speech synthesiser unit were shown. Called *The Magic Garden* and *The Magic Workshop*, both should be available for around £15 on cartridge at the same time as the synthesiser in September.

Other languages being demonstrated for the 64 included Logo on disc for around £25 and Comal on disc or cartridge — both scheduled for the autumn.

The independent houses tended to concentrate on games software for the 64. Interceptor Micros showed six



new titles including *Frogger*, *Scramble*, *Krazy Kong* and *Star Trek*. Supersoft showed *Stix*. Llamasoft exhibited *Attack of the Mutant Camels*. Bubble Bus showed *Hustler* and Rabbit displayed a range of titles including *Anihilator* and *Centropods*.

Lynx links up

A SELECTION of interfaces will soon be available from Computers for the Lynx.

The Lynx joystick interface pack will enable up to two Atari-compatible joysticks to be connected. The interface plugs into the expansion port at the rear of the computer and also includes its own follow-on expansion port so it is still possible to connect discs or a parallel printer. The joystick interface is £14.95.

To connect a serial RS232 printer a lead costing £3.99 is required. The 96K Lynx contains the necessary software to interface the RS232 printer but the 48K machine does not. Consequently the software will be supplied on a free cassette included with the lead to 48K owners.

To connect a parallel printer a Centronics interface is needed. This will be available from August, priced at £49.95.

in the under-£300 price range.

Mattel will show its Aquarius micro and Computers will exhibit a 96K version of its Lynx.

Dragon Data will launch its 5¼ inch disc drive system at the show, running a Dragon Data operating system.

It is also just possible that Acorn could launch its long awaited 'Tube' interface and second processors for the BBC machine.

Expansion options for BBC

TWO companies have come up with altogether different expansion options for the BBC micro.

Advanced Memory Systems has produced a disc pack using the new Hitachi 3-inch drives. The double-sided discs have a storage capacity of 100K per side and the system costs £225 or £399, for either a single or double drive arrangement.

Contol Universal has produced Beeb-Ex, a low cost interface card which plugs into the 1MHz bus. In its simplest configuration, up to four application cards can be connected allowing up to 1M of additional data storage memory to be addressed in page mode or either an 8- or 12-channel analog interface to be connected. The rack-mounted system is also compatible with Acorn Eurocards. A four-card interface costs £49, a/d converters are from £120, 64K DRAM cards are from £148 and a *Star I/O* Eprom gives the interface access to Basic filing commands.



Details of both systems can be obtained from: Advanced Memory Services, Woodside Technology Centre, Green Lane, Appleton, Warrington, and Contol Universal, Unit 2, Anderson's Court, Newnham Road, Cambridge.

Dragon launch delayed

THE UK launch date of the 64K Dragon 64 machine has been put back.

The expanded machine, together with the OS9 disc operating system will not now be available until September.

Dragon's own disc operating system and 5¼-inch disc drives should go on sale in July.

Atari takes on founder

ATARI has resolved the dispute with its founder, Nolan Bushnell, by re-employing him.

The company had been taking legal action against its founder, who sold the company to Warner Communications for \$15m in 1976, to stop him from competing with them (see *Popular Computing Weekly*, April 21).

Now, under an agreement between Atari and Bushnell's new arcade game company, Sente Technologies, Atari gains the video game and home computer rights to the

new coin-operated games — games developed by Sente.

Raymond Kaffer, Atari's chairman commented: "We are pleased to have Nolan Bushnell back with us — he is an acknowledged innovator in the video game business."

The agreement forms part of a campaign by Atari to regain a major share of the video games market. Warner's Consumer Electronics Division, which includes Atari, announced dismal 1982 financial results, with income less than 1 percent of the previous year's total.

● Sente Technologies is only one of several ventures started by Bushnell since leaving Atari. His most recent venture has been Androbot Inc, a bid to get in first into what promises to be the next big boom industry — personal robots.

Computer fair

THE Earl's Court Computer Fair which begins this Thursday, June 16, should offer much of interest.

It seems likely that Sinclair Research will demonstrate — although probably not sell — its overdue Microdrive storage system for the Spectrum, together with the RS232 and networking interface.

Memotech will show its new microcomputer for the first time. It is a low-cost machine

Sir Micro-chip

Continued from page 1

National Enterprise Board to produce the first pocket tv, the Microvision. And, in 1979, he established his present company, Sinclair Research.

In January this year a share placement valued the company at £135.9m, with Sinclair's personal holding being worth £129.1m.

Clive is now concentrating on the new flat-screen tv project, other research investigations — an electric car and a personal robot — and a joint publishing venture, Sinclair Browne.

He is the current chairman of Mensa and his interests include running, poetry and opera.

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Accidental error

Whilst trying to draw a semi-circle in a program that I was writing, I accidentally mis-typed the *Draw* statement. To my utter amazement, the Spectrum started to draw some triangles, rotating them until a solid block of colour was produced.

The following six programs draw a variety of different shapes.

Graphics

```
10 PLOT 100,100
20 DRAW 88,58,21788
```

```
10 PLOT 100,100
20 DRAW 88,58,8888PZ
```

```
10 PLOT 100,100
20 DRAW 88,58,8888PZ
```

```
10 PLOT 100,100
20 DRAW 88,58,8888PZ
```

```
10 PLOT 100,100
20 DRAW 88,58,21788
```

```
10 PLOT 100,100
20 DRAW 88,58,21788
```

```
These programs all use the
DRAW command to draw
a right-angled triangle when
run draw interesting
patterns on the screen.
```

David Goodman
46 Melwood House
Watney Market
London E1 2QX

Out of reach

Could you please explain the position as regards the continuing debate on copyright with reference to the forthcoming teletext receiver for the BBC computer.

As the cost of this receiver has now risen to over £200, I feel that it is out of the reach of most private users. However, I am quite prepared to contribute my share with four friends to get a teletext receiver between us.

Unfortunately, the copyright notice in Rem (the tele-software newsletter on Ceefax 700) only permits two copies of any program to be made. While not wishing to infringe on copyright, this legally prohibits my friends and I from using the service as we would wish.

I would welcome your comments/advice on this situation.

S Parker
23 Thorneycroft St
Birkenhead
Merseyside

This is a moot point. Personally, I can see no good reason why the five of you should not

benefit from clubbing together to buy a teletext receiver. However, the law is extremely murky where computer copyright is concerned.

Your best course of action is probably to write to the BBC, explain the situation, and ask for permission to make five copies of each program (for your personal use only).

Please let us know the results of your enquiries.

Pac-Man champion?

I recently scored 3,256,400 points on the Commodore cartridge *Jelly Monsters*. It took me over five hours. Am I the world *Pac-Man* champion, or is there someone out there who can better this score?

Terence Wilkins
21 Cheriton Field
Fulwood
Preston
Lancashire PR2 3WH

Not representative

Has anyone else noticed? It's changed! The Top 10 chart for the Spectrum, that is. It was with great regret that I saw that you have followed the example set by the other computer magazines and used the chart compiled by W H Smith & Son Ltd. Since Smiths only stock a narrow and very limited range of Spectrum programs, their figures can patently not be representative of the number of programs sold for the Spectrum over the country as a whole.

Obviously it is difficult to obtain a really accurate assessment of which programs are selling best in any one week, but using a chart produced by a chain store is not the best way. It is interesting to note that the last figures shown produced by the Buffer Micro shop in London (19-25 May) bear practically no relationship to those shown the following week produced by W H Smith. A close examination will reveal that only two of the programs in the Buffer Micro Top 10 are currently even stocked by Smiths.

Due to the charts influence, the effect of using figures produced by Smiths is to give them overwhelming power in relation to buying programs

from any software company. In short, it enables them to demand a quite monstrous proportion of the selling price of any program. I wonder how many of your readers know that this is typically 60 percent or more (one of the real reasons for the high price of computer software). In addition, Smiths also provide very limited facilities to view a program in action before its purchase.

Such a situation is extremely damaging and unhealthy to the industry as a whole. It provides no opportunity to the smaller software houses that often produce the best programs. A magazine such as yours should be bringing these to people's attention.

Perhaps the best way of compiling a fair and representative chart is to follow the example set by the music charts. Select a number of specialist computer stores that stock a large range of software for the Spectrum and collate the figures from these yourselves. It would be desirable to keep the actual shops chosen a secret, and to only use figures from some of them every week. Such a system would itself be open to some criticism. For instance, it would take no account of the large volume of sales made through mail order. Nevertheless, it would be infinitely preferable to the present system.

So, to summarise, please change and improve the way the Top 10 Spectrum chart is compiled (and the charts for the other computers as well, for that matter). Let's see PCW be the magazine to lead the way and make the changes.

David Hughes
40 Beechwood Mount
Burley
Leeds LS4 2NQ

Unfortunately, the point you make about the Smiths chart being unrepresentative also applies to the Buffer Micro chart, as it does to any chart compiled from a single source. We are actively looking at ways of making the charts more representative and will keep you informed of our progress.

Off the market

I have been buying your excellent magazine for almost

a year and read with interest the recent headlines about the new Buy 'n Try service. I think that the software companies have a valid point about it encouraging tape copying, and yet in the classified pages of the same magazine there were several advertisements for programs such as 'The Key'. In the words of the manufacturer, Keysoft: "First of all you have to back-up programs by making tape-to-tape copies. Now Keysoft present 'The Key'."

Quite obviously, 99 percent of programs sold of this kind will be bought solely to make copies of software, thus breaking the copyright acts. The only warning given to purchasers in this particular case was that "Keysoft advise people not to infringe the copyright acts." What else are they going to do with it?

I believe that these programs pose just as much of a threat as the Buy 'n Try scheme and I personally think that steps should be taken to attempt to take them off the market.

PS. Thanks for Foxbat and Space Panic, both of which were excellent.

Andrew Ratter
39 Cramond Terrace
Edinburgh EH4 6PW

This is clearly an issue which needs to be aired. Once again, the law fails to provide any clear guidelines.

We would be interested to know what our readers think of the issue and also the views of the software industry.

Hour of need

Please allow me to appeal to the readers of *Popular Computing Weekly* for help in my hour of need. I badly need a program (Vic20) for selecting r items from n. I have needed such a program for a long time, but have been unable to write one (puzzle number 53 uses one (or could use one)).

Might it not be possible to set up a column in your paper where the likes of me can ask for help?

J P Mensink
98 Acomb Crescent
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NE3 2RD

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Connect 4

A new game for the BBC by M Kendrick

This program is a computerised version of the game Connect 4. It is written on a model B BBC micro, but can be used on a model A by modifying the mode/colour commands. The object of the game is to form a line of 4 counters horizontally,

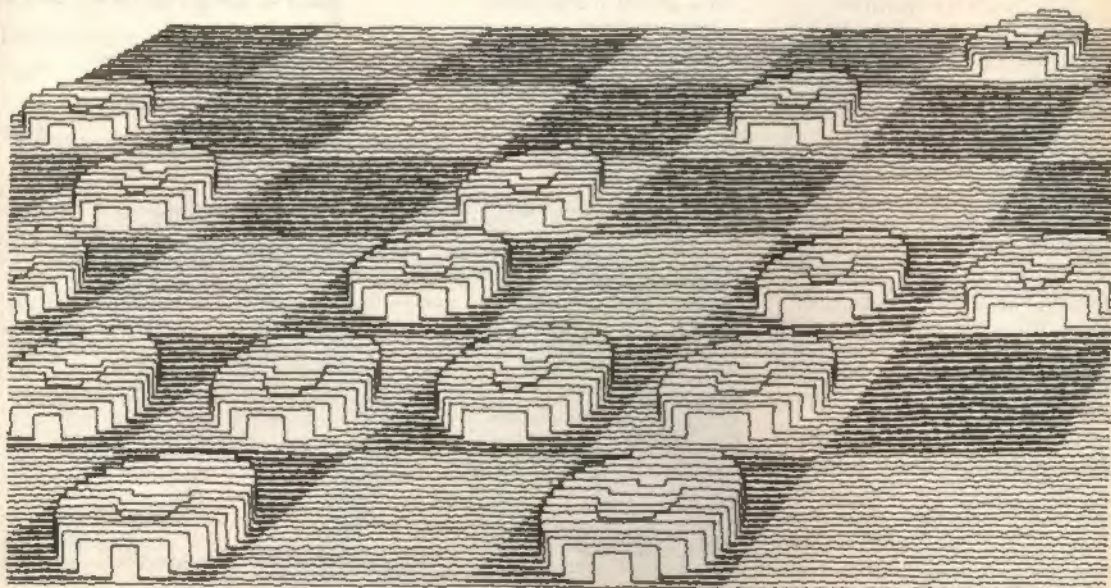
vertically or diagonally. The board fills from the bottom upwards.

The controls are as follows:

4 — moves cursor left
6 — moves cursor right
Space bar — places counter in column under cursor.

Using this program on a colour tv produces an unusual effect with one of the user-defined characters. ■

```
>LIST
10 REM *****
20 REM **   Connect 4   **
30 REM **   M.Kendrick   **
40 REM **   1983       **
50 REM *****
60 MODE1
70 S1%=0:S2%=0:S3%=0
80 MM=0:S=0:VDU23;8202;0;0;0;
90 FLAG =0
100 VDU 23,255,255,255,255,255,255,255,255,255,VDU23,254,170,85,170,85,170,85
170,85:VDU19,2,2,0,0,0,0,19,3,3,0,0,0
110 CLS:PRINT "      Connect 4  "
120 PRINT"      "
130 PRINT:COLOUR1:PRINT" 1.The object is to get a line of 4 "
140 PRINT:COLOUR2:PRINT" 2.The board is a 6 by 7grid .A line may be horizontal
,vertical or diagonal ."
150 PRINT:COLOUR1:PRINT" 3. Columns are filled from the base upward."
160 PRINT:COLOUR2:PRINT" 4. The following keys are used :-"
170 COLOUR1:PRINT"      6  "":COLOUR3:PRINT"Move right."
180 COLOUR1:PRINT"      4  "":COLOUR3:PRINT"Move left."
190 PRINT:COLOUR3:PRINT" The space bar drops your counter to the foot of the c
olumn"
200 DIM S(44),T(11),N(7)
210 FOR LOOP=1TO 4000:NEXT
220 MS="HIT ANY KEY TO CONTINUE":GOSUB1110
230 AS=BETS:IF AS="" THEN230
240 CLS:PRINTTAB(14) "Connect 4"
250 F=0:S=0:H=0:FOR A=0 TO 42 :S(A)=0:NEXT
260 COLOUR2:PRINTTAB(13) "*****":COLOUR3
270 COLOUR1
280 PRINT:PRINT"Scores :-"
```




```

290 PRINT"          : : : : : : : : "
300 FOR T=1 TO 5
310 PRINT"          : : : : : : : : "
320 PRINT"          : : : : : : : : "
330 PRINT"          + + + + + + + + "
340 NEXT
350 PRINT"          : : : : : : : : "
360 PRINT"          : : : : : : : : "
370 PRINT"          ===== "
380 COLOUR2
390 PRINTCHR$(30) (TAB(1,7)) "YOU " (S1%:PRINTTAB(1,9)) "HE " (S2%:PRINTTAB(1,11))
"DRAWN " (S3%
400 WHITE%=CHR$255+CHR$255+CHR$255:BLACK%=CHR$254+CHR$254+CHR$254:CUR$="<"<CH
R$254+CHR$254+">">
410 NZ=36:FOR C=1TO7:N(C)=NZ:NZ=NZ+1:NEXT
420 C=4
430 COLOUR3
440 S=S1%+S2%+S3%:IF S/2 <>INT(S/2) THEN710
450 M$=" My Move " :GOSUB 1090
460 V=0:X=0:Y=0:Z=0
470 FOR LOOP=1 TO 7:C=C+1:IF C>7 THENC=1
480 X1=7+4*C:IF N(C)>0 THEN GOSUB 840
490 IF F THEN 670
500 NEXT
510 IF X THEN C=X:GOTO670
520 IF Y THEN C=Y:GOTO560
530 IF Z THEN C=Z:GOTO560
540 C=INT(7):IF N(C)<1 THEN540
550 V=V+1:IF C<4 AND V<5 THEN540
560 IF N(C)<B THEN F=0:GOTO 670
570 IF V<10 THEN630
580 IF V/3 = INT(V/3) THEN MM=1 : M$="Now what do i do?":GOSUB 1110
590 IF V<21 THEN630
600 FOR LOOP= 1 TO 500:D=INT(RND(1000)*87000
610 J=INT(256)*70=J
620 NEXT:GOTO680
630 N(C)=N(C)-7:Z=0:GOSUB840:N(C)=N(C)+7
640 IF F THENF=0 :IF V<9 THEN 540
650 IF Z THENZ=0 :IF V<6 THEN 540
660 IF X THENX=0 :GOTO540
670 X1=7+4*C:X2=5+3*(N(C)-C)/7
680 PRINT CHR$30TAB(X1,X2)WHITE$:TAB(X1,X2+1)WHITE$
690 S(N(C))=S:N(C)=N(C)-7
700 IF F THEN M$="I WIN !":MM=1:GOSUB 1110:S2%=S2%+1:GOTO210
710 M$=" Your Move " :GOSUB1090
720 X1=7+4*C:PRINTCHR$30TAB(X1,3)CUR$
730 Z$=GET$:IF Z$="" THEN730
740 IF Z$="A" THEN IF C<7 THEN C=C+1
750 IF Z$="4" THEN IF C>1THEN C=C-1
760 IF Z$=" " THEN780
770 PRINT CHR$30TAB(X1,3) " " :GOTO720
780 L=(N(C)-C)/7:IF L<0 THEN720
790 X1=7+4*C:X2=5+3*L
800 PRINTCHR$30TAB(X1,X2)BLACK$:TAB(X1,X2+1)BLACK$
810 S(N(C))=1:E=0:GOSUB 840
820 IF E THEN M$=" YOU WIN !":GOSUB 1090:S1%=S1%+1:GOTO 210
830 N(C)=N(C)-7:GOTO450
840 PRINTCHR$30TAB(X1,3)CUR$
850 A=0:REPEAT T(A)=0:A=A+1: UNTIL A=12
860 I=0:M=N(C)
870 FOR U=M TO M+21 STEP 7:IF U>42 THEN890
880 T(I)=T(I)+S(U)
890 NEXT:I=I+1
900 FOR A= C-3 TO C+3 :IF A<1 THEN A=1
910 IF A>4 OR A>C THEN 950
920 FOR B=A TO A+3:T(I)=T(I)+S(M-C+B):NEXT:I=I+1
930 NZ=M-(C-A)*8:IF NZ<1 OR NZ>18 THEN 950
940 FOR D=0 TO 3:T(I)=T(I)+S(NZ):NZ=NZ+8:NEXT:I=I+1
950 IF A>7 THEN990
960 IF A<4 OR A<C THEN 990
970 NZ=M+(C-A)*6:IF NZ<4 OR NZ>21 THEN990
980 FOR D=0 TO 3:T(I)=T(I)+S(NZ):NZ=NZ+6:NEXT:I=I+1
990 NEXT
1000 FOR H=0 TO 1 :D=T(H):IF D=4 THEN E=1
1010 IF D=15 THENF=C
1020 IF D=10 THENZ=C
1030 IF D=3 THENX=C
1040 IF H AND D=2 THEN Y=C
1050 NEXT
1060 PRINT CHR$30 TAB(X1,3) " "
1070 RETURN
1080 STOP
1090 FORA =1 TO 7:IF S(A)=0 THEN FLAG=1
1100 NEXT:IF FLAG=1 THEN FLAG=0 ELSE M$="It's a Draw":B=1
1110 PRINTTAB(20-LEN(M$)/2,23)M$
1120 IF MM=0 THEN1140
1130 FOR D= 1TO 1000:NEXT:MM=0:M$="":GOTO1110
1140 IF B THENB=0:S2%=S2%+1:GOTO210
1150 RETURN

```


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Arms and the man!

David Kelly talks to John Reekie about a new high technology industry — robotics

There is a growing feeling that the next big boom industry after microcomputers will be personal robots.

Imagine a radio-controlled, self-propelled robot, about four feet tall. It can find its way about, remember what it has learnt and where it has been. When asked, it will answer the front door and bring back the evening paper. Or maybe it will do a spot of Hoovering in the lounge.

Sounds far fetched? Not at all. We have, as they say, the technology. The only problem is price — until recently such a being would have cost tens of thousands of pounds.

In the US, however, there are now a number of manufacturers producing simple low-cost personal robots. 'Hero' from Heathkit/Zenith costs around £1,500, and is about 18 inches tall with a single gripping arm. Heathkit are now selling around 140 robots a month.

'Topo' is a £630 robot produced by a company called Androbot. The man behind Androbot is Nolan Bushnell — founder of Atari — who now has his eye on a new growth market.

A mechanical claw . . .

One British company, working along the same lines, is Colne Robotics, based in Twickenham, Middlesex. "These machines are the first signs of the robot summer — it is going to be an enormous industry," says Colne's founder John Reekie.

John set up the company in August 1981. Prior to that he had spent 10 years designing medical instrumentation, mainly for use in university research laboratories. Unusually, John had a previous career as an investment analyst. "I greatly regretted all that time talking investment rubbish, so I changed and taught myself electronics."

The aim of the new company is to develop a range of equipment which permits external control techniques to be applied to microcomputers. "Once a person has achieved a degree of computer literacy," explains John, "one of the first things they want to do is to externalise their control outside of the computer."

There is another reason why John chose robotics. Products which involve only one discipline — ie, purely electronic — are open to rapid competition from Japan and the far east. "With Colne we are combining expertise in several areas — mechanical engineering, electronic hardware and electronic software — and reckon we have a better chance of keeping foreign competition at bay. The software side is our best defence."

The first product designed and manufactured by Colne Robotics was Armadroid I in September 1981. It is a low-cost — about

£400 — robot arm which can swivel, twist, bend, pick up and stack objects using its mechanical claw.

Armadroid I's are now being manufactured at a rate of about 50 a week. Over 2,000 have been delivered — 90 percent overseas. The Armadroid I will interface to most home micros — ZX81, Spectrum, Vic20, Pet, BBC, RM 380Z, Apple and Tandy — and is available with extensive software back-up.

Since the Armadroid I, Colne has produced two other products — the Zeaker micro-turtle and the Colvis computer vision system.

Zeaker is a small two-wheeled device, driven from the computer, with sensors that can detect obstructions. It has a horn and lights and, with a pen underneath, it can leave a trail. Yet it costs only £79.

There is now a range of software to go with it, and it is easily programmable in Logo — the turtle's language. Again the unit will run from any of the popular home micros.

Colvis vision system costs £400 and will work from any micro and can be connected to any robot. A 'camera' designed by Colne sends information to the computer, which can be programmed to learn and recognise objects and shapes.

In September, Colne Robotics will launch its fourth product — Armadroid II — a heavy-duty version of Armadroid I, for use mainly in industry. It will be capable of a 2kg lift and will cost around £3,000 — a tenth of the cost of the competition.

John sees its great potential as a satellite robot for larger robots: "Imagine — a big robot on a car assembly line offering up car wheels on to cars really requires a satellite robot to position the nuts."

Also, this summer, Colne will announce a computer-controlled lathe and mill which

will sell for around £750. With a five-inch chuck and 22-inch bed it will sell mainly to colleges of further and higher education. "The government has just announced a £5m scheme for colleges to buy computer-controlled machine tools. Like the micros in schools scheme, it is a fifty-fifty grants arrangement, but the scheme makes no recommendations of particular equipment because there isn't any yet — there will be in six weeks!"

A little further ■

the future is perhaps John's most ambitious project — a low-cost personal robot. It is a wheeled, stepper-motor driven, four foot high device with a carrying platform, one five-axis arm and a moveable head. It will be radio-controlled from any home micro and be capable of voice recognition and generation, infra-red sensing of people and ultra-sonic sensing of distance. Its own on-board microprocessor will give it some intelligence, but the learning control will come from the computer.

"Designed for the home market — your own personal robot — it will build up in a series of modules," explains John.

"You will start off with the basic device — the wheeled platform with power supply controlled by radio from your home computer — for about £150. Then you will be able to add extra facilities with a rack that will take a range of standard printed-circuit boards."

Obsolete humans?

By the time you have added on all the goodies, the total cost should come out at around £750 — about the same as the average Atari or BBC computer owner spends by the time they have added on discs, printers and so on.

"With a £150 starting price people will be able to afford it, whereas they might not if they had to buy the whole thing straight off," says John.

Exciting indeed. And there is no reason why Colne should not follow through. The company has recently received substantial financial backing from Protech — the same high-technology investment company that backs Dragon Data. Says John: "Thirty-five percent of our capital is owned by Protech and we expect to develop very quickly from now on. We have just set up a sub-division in Florida, manufacturing the Armadroid I for the US market."

What I want to know is — will the Colne Personal Robot be capable of locating and recharging itself from an electric power point? If so, what use will it have for obsolete things like humans?



Graphically illustrated!

Graham Taylor looks at some of the graphics software available for home micros

"But does it have good graphics?" ... the home computer buff's perennial question when faced with some new wizzo games to end all games.

Rightly or wrongly, graphics are one of the most important features affecting sales in the home computer market. But, what do the popular micros have to offer — how do they compare? And, given that you've bought the damn thing, what can you get to beef it up?

Whatever its strengths — and there are many of them — the Dragon 32 is not renowned for its graphics. For the beginner, the various modes make it far from simple to mix high resolution and text. Nevertheless, it can be done and, if you want to prove it for yourself, take a look at Salamander's *Graphics System* or Wintersoft's *Artist Designer*.

When Run, the Salamander program presents you with a help page which lists the various commands available. You can then choose the mode for drawing and, within the restrictions of that mode, the colour combination.

A flashing target can be moved around the screen, using a joystick. When the position is right, pressing a key will draw a box, an arc, a line, a circle or even a polygon with up to eight sides.

Having designed your picture (which somehow always ended up looking like something by Paul Klee in my case), you may want to claim authorship. By pressing T you can move a box cursor using the joystick to place text on the screen in any of the four arrow directions — text with resolution, it can be done!

It is great fun to play about with the various modes and see how your design changes under each one — it's also very instructive.

If I have one criticism, it is with the Fill command, which paints in your shape. This tended to be a little unreliable and sometimes produced an error report, which could be infuriating to people using the program "seriously" to create a picture rather than merely playing around.

Nevertheless, I would recommend the package to anyone with a Dragon as very good value for money.

Wintersoft's *Artist Designer* offers very similar features, including the text facilities. In general, I would rate it just as good value as the Salamander package and in fact I had rather less trouble with the Paint command. My only reservation is that it is a little less easy to familiarise yourself with it.

In a different league is the Hi-res cartridge from Compusense. At £25.30 it

won't be the sort of thing you rush out to buy immediately.

What do you get for all that money? The cartridge comes with a 16 page explanatory booklet, but the difference is obvious as soon as you switch on — the screen has grown!

In fact, the hi-res cartridge more than doubles the screen size to a 51 x 24 character/line display. You can print on this new screen using a new command *Print!* which works exactly like *Print!* but has 1224 positions.

Perhaps more impressive still is *Print%* — this command allows you to place an 8 x 8 bit sprite in any one of 49152 positions. A total of 224 sprites can be defined and moved around the screen.

The cartridge comes with nine international character sets, including Danish and Japanese. It uses the high resolution screen area on the Dragon, which leaves you with 20,000 bytes for programs.

Its demise has been predicted

Although its demise has been predicted for months, the Vic20 is still selling well and should continue to do so, unless the Commodore 64 drops in price.

Early Vic games all tended to have very "chunky" low resolution, graphics. Admittedly it is possible to buy the super expander, which offers very good high resolution graphics, but only a low percentage of Vic owners have actually done so — perhaps because there is little commercial software that makes use of it.

However, recent Vic games have



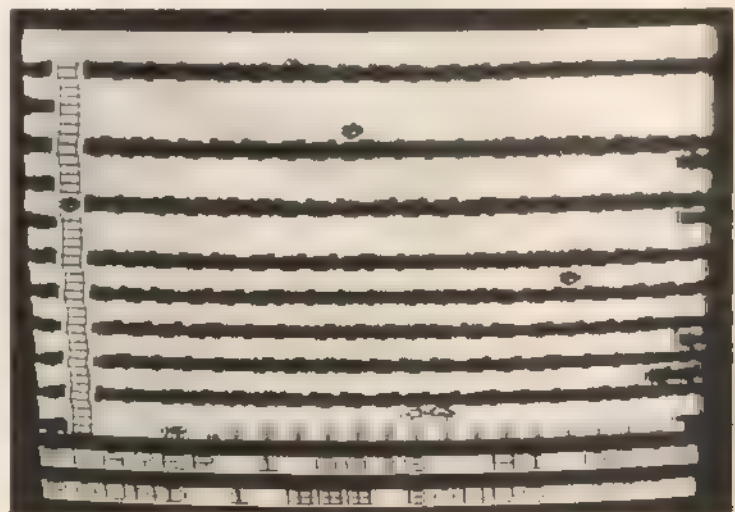
proved that even on the unexpanded model dazzling displays are possible. *Wacky Waiters* is one example, but perhaps the most impressive game I've seen graphically on the Vic is *Mutant Herd* — one of Thorn EMI's range of cartridges.

You must use a pair of crossed laser beams to guide your mutant slayer into the mutants' burrows, at the same time herding the mutants away from the pulsating powerhouse. Assuming you manage that bit, then you must guide your slayer down into the burrows to destroy the 15 mutant eggs and their Queen, avoiding the falling rubble.

The game itself is great fun and the movement of the creatures, especially the Mutant Queen, is lively and entertaining.

The message, if you like, is this — it is rarely the hardware that makes quality graphics impossible, it is more often the quality of the programming. Most deficiencies can be overcome by judicious programming.

It hardly needs me to point out that the ZX81 has a number of failings in respect of its graphics — no colour is one, but lack of hi-resolution is another almost as significant. I doubt that we'll ever see anyone doing too much about the former, but the latter problem has been largely solved.





The solution has taken the form both of fairly expensive add-ons and inexpensive software.

High Resolution is a cassette and a manual from Computer Rentals. The program uses three-quarters of a K to provide a screen of 256 x 192 squares.

For practical purposes, this means that the program gives addressable graphics of 256 x 192 resolution. In fact, the ZX81 has only 128 codes for dot patterns, but it achieves the pseudo resolution by finding the nearest one to a specified point.

The "mini characters" can be used in an ingenious way — eight printed in succession will provide a user definable shape.

Convulsions of an unpleasant kind

The only thing I would print out is that this program is for fairly sophisticated users — it works by calling machine code routines and screen positions which have to be *Poked*. Nonetheless, it is a most ingenious program that is highly recommended. There are surprisingly few editor-designer type packages for the Spectrum, perhaps because the free *Horizons* cassette contains both a character creator and an artist sketchpad program.

The Spectrum is perhaps the best example of software overcoming the deficiencies of hardware.

As the advertisements say, the Spectrum has high resolution, higher in fact than the Dragon, and you can freely mix text and graphics in even the simplest Basic program. What they don't say is that the colour resolution is considerably lower and each of the 21 by 31 squares can only support two colours.

This means that, for example, drawing pie charts is nearly impossible, as the line marking the boundary of each slice is bound to cut across several such squares. When you try to fill in that segment's colour, the neat hi-resolution edge will become a jagged series of steps.

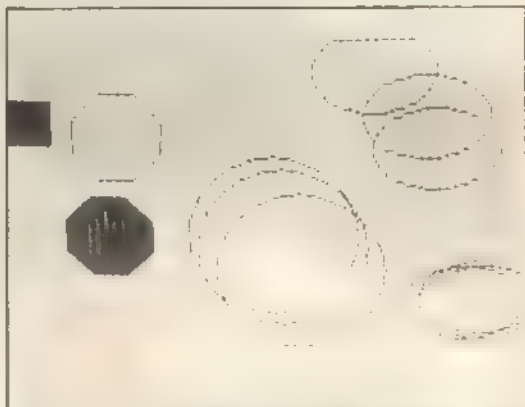
This ought to mean that anything

approaching arcade style colour and detail, would always be lacking, and the early games did tend to have a "chunkiness" about them. However, it soon became clear that surprising things could be achieved when the *Horace* series appeared. *Horace* could be moved animatedly around the screen without any apparent colour resolution problems at all.

Other attempts suffered from "flicker", so that spaceships, etc, appeared to be undergoing convulsions of a particularly unpleasant kind as they moved across the screen.

With *Arcadia* and now *Ah diddums*, imagine reduced the flicker to a shudder. But, my vote for "best graphic achievement in a Spectrum game" goes to *Psst!* from Ultimate Play the Game.

The idea of the game is to move a little



robot around the screen, collecting various cans of insecticide. These are needed to fight off the numerous garden beasts that are trying to eat the plant which you are attempting to nurture.

The slugs, spiders and wasps not only look realistic, they move in highly individual ways. Should your plant remain uneaten, it will prosper and eventually bloom into a blaze of colour.

Maybe *Psst!* represents the most that can be achieved with the hardware — I don't know — but it illustrates wonderfully the "point" if you like of this article. With ingenuity even serious defects in hardware can be overcome and, by extension, the precise details of a new computer will matter less and less to the potential buyer, while the quality of its software will become even more important.

Firm	Program	Micro	Price
Wintersoft 101 Westminster Bridge Road London SE1 7HR	Artist's Designer	Dragon 32	£8.99
Salamander Software 27 Ditchling Rise Brighton East Sussex	Graphics System	Dragon 32	£9.95
Computer Rentals 140 Whitechapel Road London E1	High Resolution	ZX81	£5.95
Compusense PO Box 169 London N13 5XA	Hi-res	Dragon 32	£25.30
Ultimate Play the Game The Green Ashby de la Zouch Leicestershire LE6 5JU	Psst!	Spectrum	£5.50
Thorn EMI Video Thorn House Upper St Martin's Lane London WC2	Mutant Herd	Vic20	£20.00

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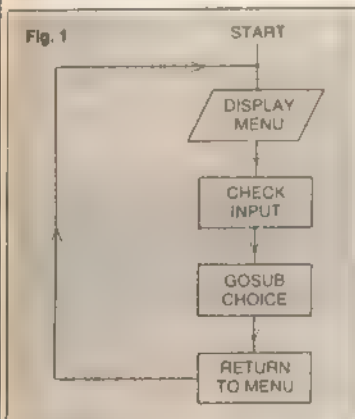
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What's on the menu?

Bob Skinner looks at the problems involved in designing an interactive program

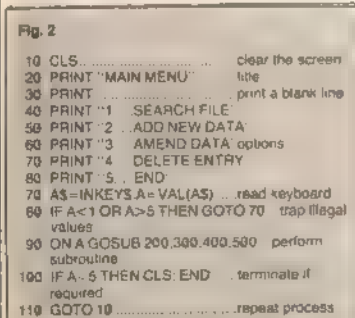
Designing an interactive program almost invariably means that you will have to give the user a number of choices as to the operations to be followed by the program. For example, continue with the current process, exit from the current situation or skip to another section. Such a decision point, at which the program may 'branch' according to the user's choice, is often termed a menu.

It is frequently a good idea to present a master menu towards the beginning of a program, from which the user may select a course of action and to which the user is returned at the end of the action chosen. The task of programming such a menu is made easy by the use of subroutines. Figure 1 shows a flowchart representing the general concept.



Of course, each subroutine from the main menu may also contain submenus and subroutines of its own. Coding the main menu is relatively simple, but note that we need to check the user's input choice for illegal values.

Figure 2 shows one way of coding the general algorithm:



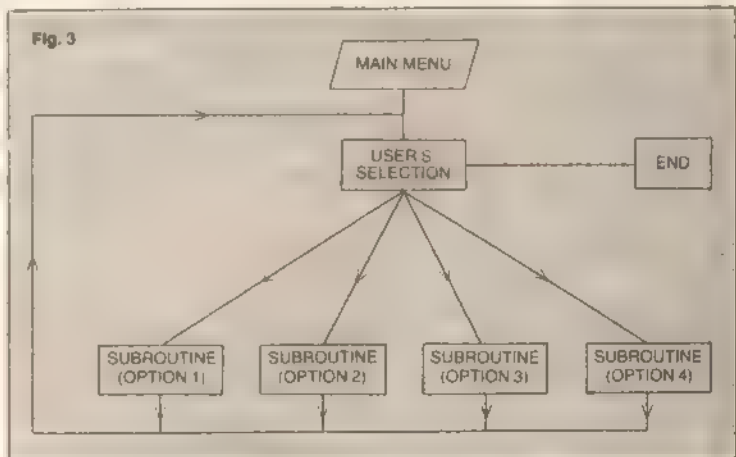
Following the flow of control in this example, note that the program will ignore any key press other than the numbers 1 to 5 inclusive. Once the chosen subroutine has been executed (ie, a *Return* statement has been encountered) the program returns to line 100, from where control passes to the start of the menu. The process is then repeated, unless A=5 in which case the *On...Gosub* statement will be ignored and line 100 will terminate the program. Notice the use of *On...Gosub* to avoid too many *If...Then* statements to get to the subroutines.

This technique can be extended to include several options. This is where *On...Gosub* really saves space and makes the code more readable than lines like:

```

90 IF A=1 THEN GOSUB 200
92 IF A=2 THEN GOSUB 300
94 IF A=3 THEN GOSUB 400
96 IF A=4 THEN GOSUB 500
and so on
    
```

A "tree" diagram of Figure 1 would look something like Figure 3, which shows clearly the "Top-Down Structured Programming" approach to program design (*Popular Computing Weekly*, 5-11 May). In fact, this is how all program design should start, with a general chart of the overall structure of the main parts of the program. Each section can then be detailed, first by flowcharting, then by coding into the language required. This allows a modular approach wherein each subroutine has a specified function, is given certain values when called, performs some task and possibly returns values to the part of the program which called it.



To show how this works in practice, let us look at the design of a simple program to do some maths. We will use the principle outlined above.

We want to prompt the user to enter two numbers (N1 and N2), then to choose from a menu which mathematical function he/she wishes to be applied to those numbers. Let us use the four functions:

FUNCTION	DESCRIPTION
i) $(N1 + N2) * (N1 + N2)$	SQUARE OF SUM
ii) $(N1 * N1) + (N2 * N2)$	SUM OF SQUARES
iii) $(N1 * N1) * (N2 * N2)$	PRODUCT OF SQUARES
iv) $(N1 * N2) / (N1 + N2)$	PRODUCT-SUM RATIO

For the main menu, all we have to do is to replace the prompts in lines 40, 50, 60 and 70 with the descriptions given in the table and insert a line to get the user's two numbers:

```

110 PRINT "ENTER TWO NUMBERS"
14 INPUT N1:N1=VAL(N1)
16 INPUT N2:N2=VAL(N2)
18 CLS
    
```

Notice that the two numbers are entered as strings, rather than numbers. This is to prevent the interpreter breaking in with an error message like *Redo from start* should the user enter non-numeric characters.

We now need to flowchart the four subroutines. Essentially, what we want to do is to give the relevant subroutine the variables N1 and N2 (which is done automatically) and to get an answer (a number) back. That is, each subroutine will have the form:

DATA PROCESS OUTPUT
N1,N2 → SUBROUTINE → RESULT

In fact, the subroutines will have very similar formats when coded:

```

200 CS="SQUARE OF SUM"
210 R=(N1+N2)*(N1+N2)
230 RETURN
    
```

```

300 CS="SUM OF SQUARES"
310 R=(N1*N1)+(N2*N2)
320 RETURN
    
```

continued on page 19

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Over the moon!

Maurice Gavin presents a program to show all the phases of the moon's orbit around the earth

The moon is our nearest neighbour in space and its influence has been ingrained upon us from antiquity. Witness the words "Monday, month" and even "lunacy".

For many, a silvery full moon riding high in winter, or a golden crescent in the western sky at dusk, is a splendid sight. Our moon, like the other planets and satellites in the sun's family, is a globe shining by reflected sunlight. The following program, for 16K Spectrum, explains how

the moon's appearance changes throughout the month.

This program has a split display showing the phases and daily motion of the moon about the earth. It demonstrates eclipses the sun and moon and shows why a total eclipse of the sun, for any given place on earth, is very rare.

Each phase of the waxing and waning moon is described via the conditional *Print* statement in lines 25, 26 and 27. The bright limb or edge "nearest" the sun is

Drawn first (L 40) where *Pi* = a semicircle and then the terminator or sunrise/sunset line (L 70, 80). The latter is actually a semi-ellipse and not a simple arc Drawn so rapidly by the Spectrum.

The program accurately shows the foreshortening effect as the terminator approaches the limb at new or full moon.

Once Run, a complete monthly cycle is shown. The program invites the entry of any selected day or decimal day for display. The economical conditional *GoTo* on line 210 automatically reruns the program if a day < 0 or > 28 is entered!

Colour and sound can be added to taste and will not affect the technical accuracy of the presentation

Moon's Phase-day 17
Gibbous Moon

waning-sunset
terminator



Moon's Phase-day 24
Crescent Moon

waning-sunset
terminator



Moon's Phase-day 21
Last Quarter Moon

waning-sunset
terminator



Moon's Phase-day 26
New Moon
Eclipse of Sun possible
waning-sunset
terminator



Note: (1) Those with ZX printers may copy the screen display with *Break* (during Pause between displays), *Copy*, *Continue*.
(2) The display may be speeded-up by holding any key to cancel the Pause statement L90.


```

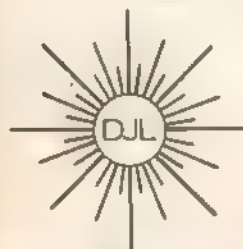
1 REM
Moon's Phases © Maurice Gavin 83
4 LET G=192: LET H=69: LET J=
58: LET K=52: LET M=105: LET Z=0
5 REM
0 to 28 days==mainloop
6 FOR D=0 TO 28
7 REM
draw Earth & Moon orbit
8 CLS: CIRCLE G,H,J: CIRCLE
G,H,12
9 REM
draw Moon in orbit
10 LET P=PI: LET A=(D-7)/14*P
11 LET C=G+J*COS A: LET E=H+J*
SIN A: CIRCLE C,E,5
12 REM
draw Moon's shadow
13 FOR N=.5 TO 5: PLOT C+N,E:
DRAW G,K-10*N: NEXT N
14 REM
draw Earth's shadow
15 FOR N=.5 TO 12: PLOT G+N,H:
DRAW G,M-9*N: NEXT N
16 REM
describe Moon's phase
20 PRINT "Moon's Phase-day "; D
23 PRINT FLASH 1: ("New" AND (D
=0 OR D=28))+("1st" AND D=7))+("1
st" AND D=21))+("Quarter" AND (
D=7 OR D=21))+("Full" AND D=14))+
("Crescent" AND (D=0 AND D<7 OR
D>21 AND D<28))+("Gibbous" AND (

```

```

D>14 AND D>7 AND D<21))+ " Moon"
25 REM
eclipses & terminator
26 PRINT FLASH 1: ("Eclipse of
Sun possible" AND (D=0 OR D=28)
)+("Eclipse of Moon possible" AN
D D=14)
27 PRINT ("waxing-sunrise" AND
D<14))+("waning-sunset" AND D>14
): PRINT "terminator"
28 PRINT AT 11,22:"Earth":AT 5
,18:"Moon's orbit"
29 PRINT AT 21,8:"sunlight ↑ ↑
↑ ↑ ↑ ↑ ↑ ↑"
35 REM
draw bright limb
36 IF D>14 THEN LET P=-P
40 PLOT J,10: DRAW G,J+2,P
45 REM
draw terminator
50 LET B=D-7: LET X=2.5
60 IF B>7 THEN LET B=B-14
70 LET N=X*ATAN (PI/180*-B/25)
PLOT J,10: DRAW G,J+2,N
55 REM
jump out of loop (Z=1)
65 IF Z=1 THEN GO TO 200
90 PAUSE 300: NEXT D: LET Z=1
200 INPUT "Select day "; D
205 REM
if D<0 to 28 goto 1
210 GO TO (D>=0 AND D<=28)*6
9900 REM
save & autorun
9990 SAVE "moon" LINE 1

```



DJL SOFTWARE

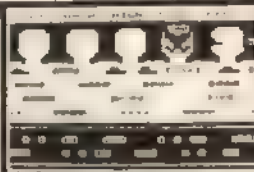
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Command performance!

Keith and Steven Brain present the Pic-man's guide to graphic commands

The Dragon 32 uses Microsoft Extended Color Basic, which features a very versatile set of hi-resolution graphics commands. But, while these commands are very powerful they can be somewhat overpowering to the novice.

In an effort to explain more clearly the syntax and application of the Dragon graphics commands, we have therefore enlisted the help of our friend the *Pic-man*. Perhaps we should explain that he is quite unlike his abbreviated relative *Pac-man*, in that he is definitely not an automaton and certainly has no political aspirations (hence his appearance in glorious black and white). And, unlike *Pac-man*, he has no fear of ghosts or insatiable appetite for power pills. Instead, he has deliberately been constructed from a wide assortment of graphics commands so that he demonstrates how you can use most of the available hi-resolution drawing commands.

Start by setting the *Pmode* to 4, so that you have the highest possible resolution and can therefore add lots of fine detail. *Screen 1,0* gives us white on a black background:

10 PMODE 4,1:SCREEN 1,0:PCLS

In its simplest form, the *Circle* command only needs two parameters: the X and Y screen co-ordinates of the centre, and the diameter of the circle, so that will do nicely for a pair of small round eyes. Remember that co-ordinates are always specified on a 256 x 192 grid, no matter which *Pmode* you are using.

When planning a design you can use graph paper or fancy plotting sheets, but a trial and error approach on the screen is often quicker where there is a lot of fine detail to squeeze in. There is no need to specify anything else as the default values (values automatically used by the Dragon if you don't set any others) will give you a full round circle in the foreground colour:

40 CIRCLE(73,48),2
50 CIRCLE(84,48),2

Heads are not actually round but rather egg-shaped (especially if you are a micro-maniac), so for that we need to form a vertically-distorted ellipse with *Circle*. It is the height/width (HW) ratio which

allows you to include this distortion, but note that this must be the fourth parameter.

It is very easy to forget that the system can only tell which is the fourth item if it can already see three other parameters — therefore you must now also include the third parameter (colour). Although we have actually put the number 1 in to set the colour to white, the computer will also recognise a comma on its own as the default value, so either of the following lines has the same effect. In this program we have deliberately included all the actual

values to make it easier to read. The HW ratio is greater than 1, so that distortion is vertical rather than horizontal:

30 CIRCLE(82,50),8,1,1,5
30 CIRCLE(82,50),8,1,1,5

A further feature of *Circle* is the ability to form only certain arcs of the whole circle, using parameters five and six to set the start and finish. *Pic-man* is smiling, so his mouth is the bottom half of a circle which is only drawn from 0 (three o'clock) to .5 (nine o'clock):

70 CIRCLE(82,55),3,1,1,0,5

The simplest sort of *Line* just goes from one point to another, as in the nose, and *Pset* rather than *Preset* means that white (the foreground colour) is used:

60 LINE(82,52) - (82,54),PSET

Although his ears may look positively princely, they are rather too small to form

with *Circle*, so they are simply boxes formed by specifying the top left and bottom right corners and adding B to the end of the *Line* command. The neck ■ made the same way:

80 LINE(73,48) - (74,48),PSET,B
90 LINE(80,48) - (81,48),PSET,B
100 LINE(80,51) - (84,53),PSET,B

Now we have a neck, we can add the round-shouldered look by a combination of all the previous *Circle* ideas to give the top half of a horizontally-distorted ellipse:

110 CIRCLE(82,72),18,1,5,5,1

We could have continued to use *Line* to draw the rest of his body, but *Draw* is more versatile as a whole series of lines in different directions can be *Drawn* at the same time. First, the top half of the body:

120 DRAW"BM64,72D28R6U24R2D2-OR20U2"

OR2D24R6U28"

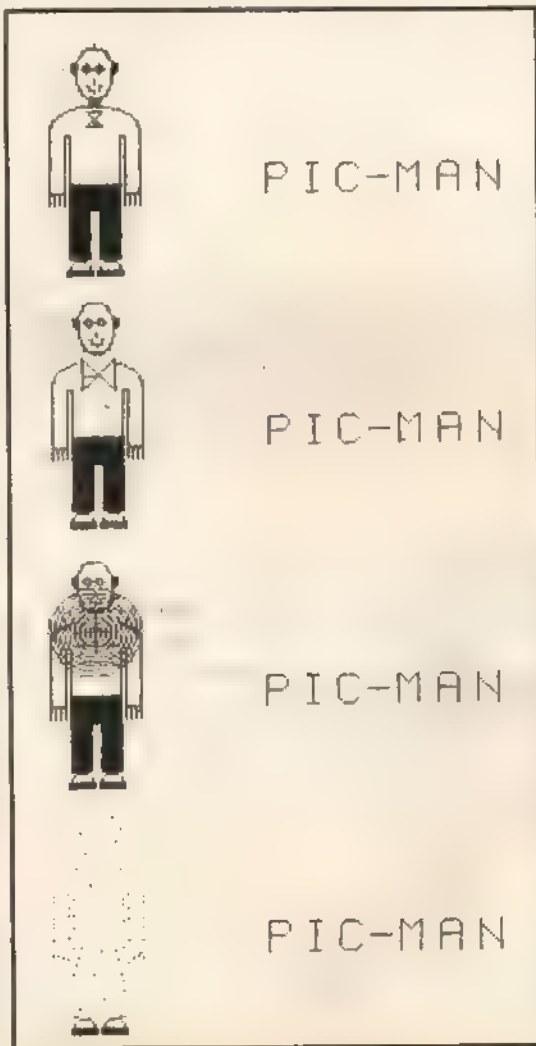
and then the bottom:

130 DRAW"BM72,97D30R8U20R4D2-GR8U30"

Note the use of blank moves (BM), to set the starting position, and make sure you follow the instructions round to see which way they go. It is best to try to plan your route carefully, so that it is as compact as possible. You must also always remember that the next *Draw* command will normally start from the last point *Drawn*, even if that was done an hour or more ago (as long as you don't use *Run*). So, if things start going haywire in your programs, look back and check what was the last thing *Drawn*!

Draw can be used to make any sort of design and it is very useful in putting text on the high-resolution screen. The let-

Continued on page 25



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ters forming the title *Pic-man* are *Drawn* in this way (for more details of this technique see *Dragon 32 Games Master*):

```
20 DRAW"BM150,100S8U6R3FDGL3BM+8,+
3R2LU6LR2BM+5,+6HU4ER2FHL2GD4FR
2EBM+2,-2R4BM+2,+3U6F2E2D6BM+4,
+9U5ER2FDSU3L4BM+8,+3U6DF4DU6S4"
```

Pic-man obviously favours Doc Marten's as his boots are quite massive top halves of *Circles* with thick soles formed by boxes *Filled* with the foreground colour:

```
140 CIRCLE(76,132),5,1,1,5,1
150 CIRCLE(88,132),5,1,1,5,1
160 LINE(71,132)-(81,134),PSET,BF
170 LINE(83,132)-(93,134),PSET,BF
```

To make him look more solid, we have *Painted* in his trousers. *Paint* will fill an area with the first specified colour until it reaches the second specified colour - the main user difficulties are making sure you set the right co-ordinates and that there are no holes through which *Paint* can leak. Try altering the co-ordinates in line 180 and watch what happens:

```
180 PAINT(74,100),1,1
```

Draw always acts on a string, but this string can also be defined in advance and used repeatedly. As we have two identical hands to *Draw*, these have first been defined as *H\$*.

H\$ also uses another useful parameter called 'no-update' or 'N'. Normally each new *Draw* command continues from where the last line *Drawn* ended, but if you put *N* in front of a command then the next line is *Drawn* from the same place as the current one. Follow the sequence carefully to see how each finger is formed (his thumbs are

out of sight in case you think he is deformed).

```
190 H$="ND5R2ND5R2ND5R2ND5"
```

To put the hands into the appropriate positions, we just need to set the screen start position and then execute *H\$* by sandwiching it between 'X' and 'Z'.

```
200 DRAW"BM64,100XH$:"
210 DRAW"BM94,100XH$:"
```

We are afraid that *Pic-man* is really rather pompous and has taken to wearing the bow-tie defined in *AS*. Notice that this is *Drawn* from the centre using some of the diagonal commands (*F* and *G*) and that it is deliberately asymmetrical.

A relative blank move is used to separate the final short stripe from the rest of the picture. This has the advantage that you do not have to calculate the actual position, but only the displacement from the current position as + and - a number of screen points. It is not usually essential to start *Drawing* a design from the centre, but in this case *Pic-man* wants to prove to you that this is actually a revolving bow-tie, which grows, so he needs a central point to work from:

```
220 AS="BM82,69F3U6G6U6F3BM+1,+0R2" S
=4
```

The scale parameter '*S*' sets the size of the string *Drawn*, the angle parameter '*A*' allows you to change the direction of *Drawing* by 90 degree steps and the colour parameter '*C*' allows you to change the colour of *Drawing*. You can use a variable to change any of these, provided that you first convert the variable to a string with *Str\$*. All these ideas have been combined

together in this little sequence in which the tie is *Drawn* in colour 1 and then colour 0 (ie, drawn and erased), in possible directions and at ten different increasing scales. The sound is included to slow things down so that the movement can be clearly seen:

```
230 DRAW"S"+STR$(S)
240 FOR N=0 TO 3: DRAW"A"+STR$(N)
250 FORM=1 TO 0 STEP-1: DRAW"C"+
STR$(M)+AS
260 SOUND255,1:NEXT M,N
270 S=S+1: IF S<10 THEN 230
```

Of course, pride always comes before a fall and that rotating tie looks very dangerous, so it is hardly surprising that it eventually explodes. Explosions are very frequent features of computer programs, so this is a very general routine. A series of expanding concentric *Circles* are drawn by using the variable '*X*' to set the diameter - a sound is integrated with each expansion of the circle. *Play* is used instead of *Sound*, as it allows the use of a much shorter duration if tempo (*T*) and note-length (*L*) are set to their highest values (255):

```
280 FOR X=1 TO 59 STEP 2: CIRCLE(82,69),X,1:
PLAY"t255L255C0":NEXT X
```

Once it has passed its peak, the explosion dies away as the *Circles* are now drawn in reverse order by *Step-1*, so that only *Pic-man*'s boots and a few fragments remain. Notice that integration of graphics and sound is more complete here as *X* also varies the volume and tempo of the *Play* command:

```
290 FOR X=59 TO 1 STEP-1: CIRCLE(82,69),
X,0: PLAY"L255V"+STR$(INT(X/2))+ "T"+
STR$(X*4)+ "DC":NEXT X
```

FULL LISTING FOR 'PIC-MAN'

```
10 PMODE 4,1: SCREEN 1,0: PCLS
20 DRAW"BM150,100S8U6R3FDGL3BM+8,
+3R2LU6LR2BM+5,+6HU4ER2FHL2GD4FR
2EBM+2,-2R4BM+2,+3U6F2E2D6BM+4,
+9U5ER2FDSU3L4BM+8,+3U6DF4DU6S4"
30 CIRCLE(82,50),9,1,1,5
40 CIRCLE(79,48),2
50 CIRCLE(84,49),2
60 LINE(82,52)-(82,54),PSET
70 CIRCLE(82,55),3,1,1,0,5
80 LINE(73,46)-(74,49),PSET,B
90 LINE(90,46)-(91,49),PSET,B
100 LINE(80,61)-(84,63),PSET,B
110 CIRCLE(82,72),19,1,1,5,5,1
120 DRAW"BM64,72D29R6U24R2D20R20
U20R2D24R6U20"
130 DRAW"BM72,97D20R9U20R4D20R9U
30
140 CIRCLE(76,132),5,1,1,5,1
150 CIRCLE(88,132),5,1,1,5,1
160 LINE(71,132)-(81,134),PSET,B
```

```
F
170 LINE(83,132)-(93,134),PSET,B
F
180 PAINT(74,100),1,1
190 H$="ND5R2ND5R2ND5R2ND5"
200 DRAW"BM64,100XH$:"
210 DRAW"BM94,100XH$:"
220 A$="BM82,69F3U6G6U6F3BM+1,+0R2" S=4
230 DRAW"S"+STR$(S)
240 FOR N=0 TO 3: DRAW"A"+STR$(N)
250 FOR M=1 TO 0 STEP-1: DRAW"C"+
STR$(M)+AS
260 SOUND255,1: NEXT M,N
270 S=S+1: IF S<10 THEN 230
280 FOR X=1 TO 59 STEP 2: CIRCLE(
82,69),X,1: PLAY"t255L255C0":NEXT
X
290 FOR X=59 TO 1 STEP-1: CIRCLE(
82,69),X,0: PLAY"L255V"+STR$(INT(
X/2))+ "T"+STR$(X*4)+ "DC":NEXT X
300 I$=INKEY$: IF I$="" THEN 300
```



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Teaching turtle . . .

Boris Allan completes his two-part series on turtle graphics

The potential of turtle graphics is immense, from the writing of graphics games to the teaching of mathematical and arithmetical ideas. I will see how the procedures can be used in games later (after I have shown how we can have more than one pen colour at a time), but this week I want to show how the turtle graphics routines can be used to produce useful effects in teaching.

The first of the procedures, ie, *Procspiral*, has two parameters. The routine draws spirals, where each side gets *inc* bigger at each linear portion. After each line the turtle turns through *A* degrees to produce a remarkably different effect.

Try *Procspiral* (60,1) and a hexagon builds up to fill the screen, while *Procspiral* (60,2) results in a hexagonalish shape that is now clearly a spiral. *Procspiral* (61,2) produces an effect which looks remarkably like a spiral rush mat.

Trying to explain why changing the angle by one degree (from 60 to 61)

should make such a dramatic change, leads on to the idea of prime numbers, and divisibility. 60 goes into 360 exactly, whereas the prime number 61 does not (and all prime numbers greater than five are divisible into 360, but most non-prime numbers are divisible into 360 or some low multiple: $360 = 2^3 \times 3^2 \times 5$). A great deal of fun can be had predicting what the spiral will look like; eg, is the 'inner' spiral going to appear to be clockwise or counter-clockwise?

The next procedure *Procsinf* also provides fun, but it's probably more applicable at the secondary level — variants can easily be produced to help in the teaching of polar geometry. What is actually plotted is the locus of the curve $r = \sin(\theta/k)$ which, depending on the value of the constant *k*, produces a circle ($k = 1$), a cardioid (or "heart") ($k = 1/2$), rather more complex looping curves (*k* at smaller values, try minus values), and then variants on "propeller shapes".

The parameter *Size* sets the size of the plot, and the parameter *Factor* corresponds to *k* (and values can be entered as, eg, $1/2$). Find out what happens when *Cos* is exchanged for *Sin*, and more complex variants.

The three final procedures are used to produce Kasner snowflakes (see *Mathematics and the Imagination*, by E. Kasner and J. Newman, p.296-302). The only drawing is performed in *Prockasner*, when the order of the curve (*Oder*) has reached zero, otherwise a recursive call is made to *Procrecursive* which actually then calls *Prockasner*. *Procsnowfl* sets the scene by defining the order (*Oder*) and the size of each little step (*inc*).

What happens with the procedure is seen by running the program for different orders (0 and upwards). The snowflake and similar curves (see Kasner and Newman) have many intrinsically interesting features: eg, the snowflake (as the order increases) is held to have an infinite perimeter, but a finite area. Kasner and Newman suggest investigating the "anti-snowflake" where in *Procrecursive* the angles are $A - 60$ and $A + 60$ (and not $A + 60$, $A - 60$). The recursive technique can also be used for other purposes. ■

```

10.2000,
2500REM-----
2510REM-----
2520DEF PROCSPIRAL(A,INC)
2530 LOCAL I
2540PROCCENTRE: REPEAT
2550PROCTURN(A): PROCMOVE(I,1): I=I+INC
2560UNTIL INKEY$(0)="F"
2570*FX15,0
2580ENDPROC : REM SPIRAL
2590REM-----
2600REM-----
2610DEF PROCSINFN(SIZE,FACTOR)
2620LOCAL I,MAX
2630IF FACTOR<=1 THEN MAX=180/FACTOR ELSE MAX=180-(INT(FACTOR/2)*2-FACTOR)*180
2640FOR I=1 TO MAX: PROCCENTRE: PROCTURNT(I): PROCMOVE(SIZE*SIN(RAD(I*FACTOR))
0): PROCMOVE(0,1): NEXT I
2650ENDPROC : REM SINFN
2660REM-----
2670REM-----
2680DEF PROCKASNER(ODER,ANGLE,INC)
2690 PROCTURNT(ANGLE)
2700IF ODER>0 THEN PROCRECURSIVE(ODER-1,ANGLE,INC) ELSE PROCMOVE(INC,1)
2710ENDPROC : REM KASNER
2720REM-----
2730REM-----
2740DEF PROCRECURSIVE(O,A,I)
2750PROCKASNER(O,A,I): PROCKASNER(O,A+60,I): PROCKASNER(O,A-60,I): PROCKASNER(O
,A,I)
2760ENDPROC : REM RECURSIVE
2770REM-----
2780REM-----
2790DEF PROCSNOWFL(ODER,INC)
2800PROCKASNER(ODER,60,INC)
2810PROCKASNER(ODER,-60,INC)
2820PROCKASNER(ODER,180,INC)
2830ENDPROC : REM SNOWFL
2840REM-----
2850REM-----

```

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Super Breakout

on Vic20

Super Breakout runs on the unexpanded

Vic20 and uses some of its best features.

This version of the famous game has 1-5 levels with one objective — keep the ball in play and demolish the bricks.

Program notes

Lines	Title page
10-80	Move ball with sound effects
100-190	Move bat. Note location 197 is peeked for key value
200-250	Game over and Hi score
300-410	Instructions in lower case

```

0 REM **C.C. ANDERSON** 1982
10 GOSUB2000:POKE36879,185:PRINT"*****"
BREAK*
20 PRINT"*****"
6874
25 V=SQ+4:PRINT"*****" 1982
30 PRINT"*****"
40 GETC:IFC=0ORC>5THEN40
43 IFQ=1THENB$=" "
47 IFQ=2THENB$=" "
50 IFQ=3THENB$=" "
60 IFQ=4THENB$=" "
70 IFQ=5THENB$=" "
90 POKE36879,14
100 PRINT"J" FORI=2TO7 FORJ=1TO20:POKEP+J+I*22,207:POKECC+J+I*22,I NEXTJ,I
110 BL=6:BT=1:POKE0,240
120 A=1:B=8+(IANDBL):X=1:Y=1:DL=BL-1:IFBL=4THENDL=DL-1
130 POKE36877,0 FORI=1TO10:POKEV,15 FORJ=1TO10:NEXTJ:POKEV,0 FORJ=1TO10:NEXTJ:NE
XTI
140 IFBL=0THEN300
150 POKE0,0:POKEP+A+B*22,32
160 A=A+X:B=B+Y
170 IFA=200RA=1THENX=-X:POKE36874,230:POKEV,15 FORQ=1TO25:NEXT POKE0,076,0
180 IFB=0ORPEEK(SP+A+B*22)=207ORPEEK(SP+A+B*22+22)=99THENPOKEP+A+B*22,32:Y=-Y:G
OSUB1000
190 IFB>21THENPOKEV,15:POKE36877,240:FORER=1TO500:NEXT:GOTO120
200 POKEP+A+B*22,81
210 IFPEEK(197)=29THENBT=BT-1
220 IFBT<0THENBT=0
230 IFPEEK(197)=37THENBT=BT+1
240 IFBT>4THENBT=4
250 PRINT"*****"TAB(BT):IF30C285THEN150
300 FORI=1TO5:PRINT"*****"GAME OVER" FORJ=1TO200:NEXTJ:NEXTI
310 PRINT"*****"
320 SC=0:FORI=2TO7 FORJ=1TO20
330 IFPEEK(SP+J+I*22)=32THENS=SC+(Q-I)
340 NEXTJ,I
350 PRINT"*****"YOU SCORED"SC PRINT"*****"ON LEVEL"G IFSC=420THENPRINT"
*****"
355 IFSC>HI(G)THENHI(G)=SC
360 PRINT"*****"HI SCORE ="HI(G) FORI=1TO2000:NEXT
370 PRINT"*****"PLAY AGAIN?" PRINT"*****"Y=N) POKE197,0
380 GETC
390 IFG$="N"THENPOKE36879,27:PRINT"*****" POKE0,0:END
400 IFG$="Y"THEN30
410 GOTO380
1000 POKEV,15:POKE0,225:FORI=1TO50:NEXT:RETURN
2000 PRINT"INSTRUCTION'S (Y/N)"
2010 GETC:IFG$=" "THEN2010
2020 IFG$="N"THENRETURN
2030 POKE36869,242:PRINT"THE OBJECT OF THE GAME",
2040 PRINT"IS TO KNOCK OUT AS
2050 PRINT"MANY OF THE MULTI-
2060 PRINT"COLOURED BRICKS AS
2070 PRINT"POSSIBLE.
2080 PRINT"YOU HAVE FOUR BALLS
2090 PRINT"AND SIX WALL'S TO TRY
2100 PRINT"AND KNOCK OUT.
2110 PRINT"11 SCORE'S ARE GIVEN
2120 PRINT"FOR EACH LEVEL.
2130 PRINT"IF / / / / / / / / / /
2140 PRINT"OK=L-
2150 PRINT"OK=L-
2160 PRINT"*****"
2170 GETC:IFG$=" "THEN2170
2180 POKE36869,240:RETURN

```

Super Breakout
by C Anderson

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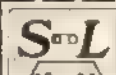
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Rebound

on ZX81

This program has a very simple objective. The player's piece, 'O', starts near the top left hand corner of the screen and, by rebounding it off the various obstacles, the player must reach the bottom right hand corner (screen position 20,30) after passing through the 'gate' which randomly opens and closes.

Once the player has reached the bottom right hand corner, the time taken and the best time are displayed, and the player is invited to play again. My best time is 29 seconds. Instructions as to which keys to press are included in the pro-

gram which is just under 3.5 kilobytes in length.

The program is written in three parts. The first section between lines 1 and 217 is the initialisation routine. I have used a string to hold the contents of the screen as I prefer this method when a full screen is needed. The second section between lines 220 and 380 is the game playing routine. In an attempt to make the program faster, the piece is *Poked* into the display file rather than *Printed* on to the screen. The final section from line 2000 onwards prints out the instructions.

Program notes

Line(s)

3

Ensures the program auto-runs after Loading

10-150

160

210

217

230

260

300-362

365-380

2000-2050

2060-2090

Sets up the layout of the screen in the string

Discovers the address of the display file
Allows the user to print on the bottom two lines

Prints out screen

Decides which way the piece should move depending upon what key has been pressed. This is a more concise method than five IF... THEN statements
Will open or close the 'gate' depending upon the value of RND

Print the time and the best time on to the bottom two lines

Flash the 'Game Over' message on the screen and wait for key 'R' to be pressed before re-starting

Print out the instructions and wait for a key to be pressed

Once a key has been pressed the player is asked to wait for a few seconds. The program then returns from the subroutine to set up the screen

```

1 REM REBOUND 23.4.83
2 (C) NEAL BLACKSHIRE
3 LET BT=0
4 SAVE "REBOUND"
5 COSUB 2000
6 CLS
7 FAST
10 DIM S$(704)
20 LET S$( TO 32) = "
30 LET S$(673 TO 704) = S$( TO 3
2)
40 FOR I=1 TO 673 STEP 32
50 LET S$(I) = "
60 LET S$(I+31) = "
70 NEXT I
80 FOR I=1 TO 125
90 LET S$(INT (RND*640+32)) = "
100 NEXT I
110 LET S$(664 TO 671) = "
120 LET S$(632 TO 639) = "
130 LET S$(600 TO 607) = "
140 LET S$(568 TO 575) = "
150 LET S$(34 TO 38) = "
160 LET D=PEEK 16396+255*PEEK 1
6397
170 LET P=D+37
185 LET HOME=D+691
190 LET T=0
200 LET M=1
2010 POKE 16416,0
2015 SLOW
2017 PRINT S$
2020 LET I$=INKEY$
2030 LET M=(M AND I$="")+(VAL "1
" AND I$="O")+(VAL "33" AND I$="
A")+(VAL "34" AND I$="P")+(VAL "
32" AND I$="L")
2040 IF PEEK (P+M) <> CODE " " THE
N LET M=-M
2050 IF PEEK (P+M) <> CODE " " THE
N GOTO 200
2060 POKE P, CODE " "
2065 LET P=P+M
2070 POKE P, CODE "O"
2080 POKE VAL "655"+D, (CODE " " AND RND<.5)+(CODE " " AND RND>=.
5)
320 LET T=T+1
340 IF P=HOME THEN GOTO 360
350 GOTO 220
360 PRINT AT 22,0;"YOU TOOK ";T
;" SECONDS"
361 IF T<BT THEN LET BT=T
362 PRINT AT 23,0;"BEST TIME=";
BT

```

```

365 PRINT AT 10,10;" ";
AT 10,10;"GAME OVER"
370 IF INKEY$="R" THEN GOTO 4
380 GOTO 365
2000 CLS
2010 PRINT AT 0,12;"REBOUND";TAB
7;"BY NEAL BLACKSHIRE"
2020 PRINT "THE AIM OF THE GAM
E IS TO MOVE FROM THE TOP LEFT
OF THE SCREEN TO THE BOTTOM RIGH
T. YOU CONTROL THE "O" BY THE F
OLLOWING KEYS:
2030 PRINT "O=MOVES HORIZONTAL
LY", "A=MOVES VERTICALLY", "P=MOVE
S DIAGONALLY RIGHT", "L=MOVES DIA
GONALLY LEFT"
2040 PRINT "YOU MUST REBOUND T
HE "O" OFF THE OBSTACLES AND
INTO THE ENCLOSURE (WHEN T
HE DOOR IS OPEN).", "YOUR TI
ME IS DISPLAYED AT THE END OF
EACH GAME. TO RE-RUN PRESS "R" U
HEN THE "GAME OVER" MESSAGE IS
FLASHING."
2050 PRINT "
2060 LET I$=INKEY$
2070 IF I$="" THEN GOTO 2060
2080 PRINT AT 21,0;"
2085 FOR I=1 TO 50
2090 RETURN

```

SAMPLE SCREEN LAYOUT



Rebound
by Neal Blackshire

Scrolling

on Dragon

In a recent edition of PCW, there was an

article concerning sound on the Dragon. In this article it was mentioned that there are no scrolling facilities on the Dragon. With this in mind I have devised the following

programs in assembly language. I have also given their Hex codes to make programming easier.

MACHINE CODE ON DRAGON

The following five machine code routines are for manipulating the high and low resolution screens on the Dragon 32.

1) Low resolution left scroll.

```
8E 04 00      LDX 10400
A6 01      Loop      LDA X+1
A7 80      STA,X+
8C 06 00      CmpX 10600
26 F7      Bne Loop
39      Rts
```

2) Low resolution right scroll.

```
8E 06 00      LDX 10600
A6 1E      Loop      LDA X-2
A7 82      X-,STA X
8C 04 00      CmpX 10400
26 F7      Bne Loop
39      Rts
```

3) Low resolution down scroll.

```
8E 06 00      LDX 10600
A6 00      Loop      LDA X
A7 88 20      STA X+32
A6 82      X+
8C 03 DF      CmpX 13DF
26 F4      Bne Loop
39      Rts
```

4) High resolution left scroll.

```
8E 06 00      LDX 10600
A6 01      Loop      LDA X+1
A7 80      STA,X+
```

```
8C ** **      CmpX 1****
26 F7      Bne Loop
39      Rts
```

Note. **** stands for the hex code which is one higher than the last address of the screen in the MODE3 in which you are working. Get this information from the small booklet supplied with your Dragon. 13 00 in mode 4

5) High res right scroll

```
8E ** **      LDX 1****
A6 1E      Loop      LDA X-2
A7 82      X-,STA X
8C 06 00      CmpX 10600
26 F7      Bne Loop
39      Rts
```

Note. ** ** see note above.

Any of the above routines can be loaded with the following BASIC programme.

```
10 CLEAR 200,32000:A=32000
20 INPUT AE:IF AE="AX" THEN END
30 POKE A,VAL("&H"+AE):A=A+1
40 GOTO 20
```

Run this programme and enter the Hex codes (in the left hand column) in pairs and enter X to end.

Run these programmes by EXEC 32000

All the routines are relocatable.

Scrolling
by G Twist

Catch Me

on BBC

This program for the BBC Micro is a game to test your knowledge of the keyboard.

When run, the human is shown in the passageway, closely followed by a demon represented as a yellow square. The human must get all the way round the passageway.

A letter chosen at random appears at the top of the screen which you have to copy to move round the passageway. But if you hit the wrong key, or if you did not hit

the right key fast enough, the demon will decrease the gap between you until it finally catches and eats you.

Five levels of play are provided, giving you from five seconds down to one second to hit the right key. In the program the random letters are provided only from the upper case alphabet but it is easily adapted to cover both upper and lower case letters and indeed numbers as well.

Variables used

D inputs the level of play
M is used to count correct hits
X,Y,G and H move the human round the screen
X1,Y1,G1 and H1 control the movement of the demon

Program notes

```
30 to 60      Gives instructions and inputs speed of play
60           Changes to Mode 5
90 to 110      Sets up the characters, line 110 being the
               victorious human with his hand in the air.
120           Calls the Procedure Procplay
140 to 200      Defines Procplay which:
150           Sets letter counter to 0
160           Sets a really random start else the initial
               game starts with the same sequence
170           Calls the Procedure to set up the board
180           Selects random upper case character
350 to 490      Set the moves of the human
500 to 630      Set the moves of the demon
640 to 730      Ends the game if the human is caught.
760 to 860      Sets the scene if the human completes
               the course
870 to 910      Asks whether you want another game
```

PROGRAM OF
THE WEEK

```
10 REM**CATCH_ME (c) J.L. WARD 1983
20 REM**A PROGRAM FOR THE BBC MICRO COMPUTER
30 MODE7
40 PRINT "This is a game to test both reaction and
knowledge of the keyboard. The yellow letter has to
be tapped onto the keyboard. If you make a mistake
or you are too slow, the yellow square will catch up
and swallow you."
50 PRINT "CHR130: There are 5 levels of play
from "CHR130: 1(easiest) to 5(hardest)."
60 PRINT "CHR129: What level (1 to 5)
"INPUT "A
70 IF A<1 OR A>5 THEN 60
80 MODE5
```

```
90 VDU23,124,28,28,8,127,8,20,34,65
100 VDU23,225,127,127,127,127,127,127,127
110 VDU23,276,156,92,40,31,8,20,34,65
120 PROCplay
130 END
140 DEF PROCplay
150 H=0
160 X=RND(-TIME)
170 PROCboard
180 B=CHR$(64+RND(26))
190 H=H+1
200 COLOUR2:PRINT TAB(0,2)"TYPE THIS LETTER "
:COLOUR2:PRINT B:
210 D=100*(6-A)
```



```

230 A$=IN$(B$(D1:IF A$=59 GOTO 240)
235 PROCmove: GOTO 240
240 PROCcatch
250 GOTO 180
260ENDPROC
270DEF PROCboard
280MOVE 50,10:DRAW 1250,10:DRAW 1250,850
290DRAW 50,850:DRAW 50,10
300MOVE 150,110:DRAW 150,110:DRAW 1150,750
310DRAW 150,750:DRAW 150,110
320 X=Y:Y=7:X1=Y1:Y1=7:G=17:H=3:G1=18:H1=30
330 COLOUR1:PRINT TAB(X1,Y1):CHR$225:COLOUR1:
PRINT TAB(X,Y):CHR$224
340ENDPROC
350DEF PROCmove
360PRINT TAB(X,Y)
370IF X=18 THEN X=X+1:GOTO 470
380IF X=18 AND Y=30 THEN Y=Y+1:GOTO 470
390 IF Y=30 THEN PRINT TAB(18,30):
400 PRINT TAB(G,Y)
410 IF 1 THEN G=G+1:GOTO 440
420 IF 0 THEN H=H+1
430 IF H=7 THEN H=1
440 IF H=7 THEN PRINT TAB(G,Y):VERY GOOD:PROC
450 Y=Y+1:PROCcatch
460 COLOUR1:PRINT TAB(D,H):CHR$224:GOTO 480
470 IF Y=30 THEN X=X+1:GOTO 470
480IF X=1 THEN Y=Y-1
490 COLOUR1:PRINT TAB(X,Y):CHR$224
500 PROCcatch
510ENDPROC
520 DEF PROCcatch
530PRINT TAB(X1,Y1):
540 IF X1=18 THEN X1=X1+1:GOTO 560
550 IF X1=18 AND Y1=29 THEN Y1=Y1+1:GOTO 560
560 IF Y1=29 THEN PRINT TAB(18,30):
570 IF X1=18 AND Y1=30 GOTO 570
580 IF X1=X AND Y1=Y THEN PROCcaught ELSE COLOUR1
590PRINT TAB(X1,Y1):CHR$225:GOTO 530
600 PRINT TAB(G1,H1):
610 IF G1=1 THEN G1=G1+1:GOTO 600
620 IF H1=7 THEN H1=1

```

```

600 PRINT TAB(1,1);CHR$225
610 IF X=18 AND Y=30 AND G=(18 OR 17) AND G1=17
THEN PROCcaught
620 IF H1=M AND G1=G THEN PROCcaught ELSE COLOUR 2:
PRINT TAB(1,1);CHR$225
630ENDPROC
640DEF PROCcaught
650 IF Y=30 PRINT TAB(X,Y);"SOUND 8"
660 COLOUR 2:PRINT TAB(X,Y);CHR$225
670 COLOUR 3:PRINTTAB(3,10): "YOU ARE CAUGHT"
680 FOR Z=64 TO 4 STEP -4
690 SOUND 1,-10,2,2
700 NEXT
710 PRINTTAB(3,12):"YOU HAD "M-6
720 PRINT TAB(,14):"LETTERS RIGHT"
730 PROCcroat
740 ENDPROC
750 DEF PROCvictory
760 PRINTTAB(3,12):"YOU HAD "M-6
770 PRINT TAB(,14):"LETTERS RIGHT"
780 X=101
790 FOR I=1 TO 10
800 SOUND 1,-15,X,1
810 FOR J=1 TO 80:NEXT J
820 SOUND 2,-15,X+8,1
830 NEXT I
840 PRINT TAB(1,1);" "
850 PRINT TAB(6,1);CHR$226
860 ENDPROC
870 DEF PROCcroat
880 PRINTTAB(,21):"ANOTHER GAME"
890 IF GET$="V" RUN
900 CLS:END
910ENDPROC

```

Catch Me
by J Ward

Red Carpet on Spectrum

The idea of the game is to move about a

maze of star shaped nebulas, laying red carpet for the Queen. If you touch the carpet after it has been laid, or if you touch the stars, you will be destroyed by their burglar alarms.

As you are in space, you carry on moving in the last direction keyed in. Full instructions and a high score facility are included in the program.

To save, type **Save "Red Carpet" Line 1**

```

10 LET h=0
20 PAPER 0: CLS : BORDER 0
30 FLASH 0: OVER 0: INVERSE 0
40 BRIGHT 0
50 PRINT AT 10,0: FLASH 1: INK 1
60 "REMOVE THE TAPE - PRESS ANY KE"
70 PAUSE 0: CLS
80 PRINT AT 10,0: FLASH 1: INK 7: "A"
90 "By Gavin Devine"
100 "The Carpet Layer"
110 "The Queensrained Carpe"
120 "The Carpet Layer"
130 "The Carpet Layer"
140 "The Carpet Layer"
150 "The Carpet Layer"
160 "The Carpet Layer"
170 "The Carpet Layer"
180 "The Carpet Layer"
190 "The Carpet Layer"
200 "The Carpet Layer"
210 "The Carpet Layer"
220 "The Carpet Layer"
230 "The Carpet Layer"
240 "The Carpet Layer"
250 "The Carpet Layer"
260 "The Carpet Layer"
270 "The Carpet Layer"
280 "The Carpet Layer"
290 "The Carpet Layer"
300 "The Carpet Layer"
310 "The Carpet Layer"
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870 "The Carpet Layer"
880 "The Carpet Layer"
890 "The Carpet Layer"
900 "The Carpet Layer"
910 "The Carpet Layer"
920 "The Carpet Layer"
930 "The Carpet Layer"
940 "The Carpet Layer"
950 "The Carpet Layer"
960 "The Carpet Layer"
970 "The Carpet Layer"
980 "The Carpet Layer"
990 "The Carpet Layer"

```

```

+-----+
+ * * * * * +
+ * * * * * +
+ * * * * * +
+ * * * * * +
130 PRINT INK 6, "*****"
+-----+
+ * * * * * +
+ * * * * * +
+ * * * * * +
+ * * * * * +
+ * * * * * +
140 LET a:=15: LET b:=10
145 LET c:=1: LET e:=0
150 PRINT AT 3,b:INK 7;"A"
160 BEEP .01,0: BEEP .01,1: BEEP .01,2: BEEP .01,3: BEEP .01,4: BEEP .01,5: BEEP .01,6: BEEP .01,7
170 IF INKEY$="z" THEN LET e=-1
180 IF INKEY$="x" THEN LET e=1
190 IF INKEY$="c" THEN LET f=1
200 IF INKEY$="f" THEN LET f=-1
210 PRINT AT a,b:INK 2;"■"
220 IF SCREEN$(a+f,b+e)="#" THEN
230 LET s=s+1: LET a=a+f: LET b=b+e
235 PRINT AT 0,0:INK 7:INVERS
240 GO TO 150
250 PRINT AT a+f,b+e:FLASH 1:
INK 6,PAPER 2;"E":FOR f1 TO 2
260 BEEP .01,5:NEXT f1: BEEP .1,1
270 IF s>h THEN GO TO 300
280 PRINT AT 21,0:"Instructions
(y/n) ?":INPUT a$:IF a$="y" THEN
290 CLS
300 GO TO 100
Continued on page 35

```

Continued on page 35

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OPEN FORUM

```
300 CLS : PAPER 6: CLS
310 INK 0
320 PRINT AT 1,3:"
```

**I H
ORE SC
NEW**

```
330 PRINT AT 10,1:"
```

```
340 PRINT AT 17,1:"
```

```
350 PRINT AT 19,1:"
```

```
360 FOR I=1 TO 250: NEXT I
```

```
370 PRINT AT 17,1:"
```

```
380 FOR I=1 TO 25: PRINT HI 21,
F.S.: BEEP .05, I: PRINT AT 21, I-1
NEXT I
390 FOR I=21 TO 18 STEP -1: PRI
NT AT I, 25: BEEP .05, I: PRINT
AT I, 25: NEXT I
400 FOR I=25 TO 14 STEP -1: PRI
NT AT 18, I+3: BEEP .05, I: PRINT
AT 18, I+3: BEEP
410 PRINT AT 18, 14: BEEP .05
412 FLASH 0: PAPER 0: INK 7
420 LET HS=5: GO TO 270
1000 DATA 24,24,125,24,24,35,35,
35
1010 DATA 150,90,60,255,255,60,9
0,153
```

Red Carpet
by Gavin Devine

Screen Colour

on Vic20

This program enables the use of the function keys to change the screen/border colour combinations.

- F1. Decrements the contents of (36879).
- F3. Increments the contents of (36879).
- F5. This resets the screen/border colour to white/blue.

The program works in the following way.

The keyboard is scanned every 1/60th second by the interrupt routine; location 197 on the zero page will contain different values depending on the last key pressed. The relation between the contents of this address and the key pressed are as follows:

Function 1 = 39

Function 3 = 47

Function 5 = 55

Control branches to three separate sub-

routines consecutively. At each routine the contents of 197 are checked against the values for the appropriate function key. If they tally the contents of (36879) are either incremented/decremented, or loaded with 27, which resets the border/screen colour to normal.

Control then branches to (60095), and the process is repeated.

To start the routine: SYS 673.

To stop: run/slop restore.

```
5 REM*****
7 REM**F1 DEC REGISTER *****
11 REM**F3 INC REGISTER *****
13 REM**F5 CHANGE NORM. *****
17 REM**SYS 673 START *****
19 REM**RESTORE END *****
21 REM*****
30 I=673
40 READ A:IF A=999 THEN END
50 POKE I,A:I = I+1:GOTO 40
100 DATA 169,173,141,20,3,169,2,
141,21,3,96
110 DATA 234,32,187,2,32,208,2,32,
227,2,76
120 DATA 191,234,234,234,165,197,
201,39,240,1,96
130 DATA 173,15,144,201,0,208,1,96,
206,15,144
140 DATA 96,234,234,165,197,201,47,
240,1,96,173
150 DATA 15,144,201,255,208,1,96,
238,15,144,96
160 DATA 165,197,201,55,240,1,96,
169,27,141,15
170 DATA 144,96
180 DATA 999
```

```
LDAIM 173
```

```
STA 788
```

```
LDAIM 2
```

```
STA 789
```

```
RTS
```

```
NOP
```

```
JSR FN1
```

```
JSR FN3
```

```
JSR FN5
```

```
JMP 60095
```

```
NOP
```

```
NOP
```

```
*FN1 LDAZ 197
```

```
CMPIM 39
```

```
BEQ 1
```

```
RTS
```

```
LDA 36879
```

```
CMPIM 0
```

```
BNE 1
```

```
RTS
```

```
DEC 36879
```

```
RTS
```

```
NOP
```

```
NOP
```

```
*FN3 LDAZ 197
```

```
CMPIM 47
```

```
BEQ 1
```

```
RTS
```

```
LDA 36879
```

```
CMPIM 255
```

```
BNE 1
```

```
RTS
```

```
INC 36879
```

```
RTS
```

```
*FN5 LDAZ 197
```

```
CMPIM 55
```

```
BEQ 1
```

```
RTS
```

```
LDAIM 27
```

```
STA 36879
```

```
RTS
```

Screen Colour
by Robert Watson

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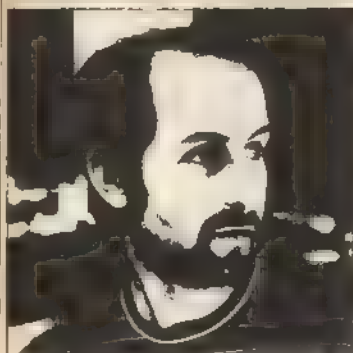
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Tony Bridge's Adventure Corner



Atari adventures!

Now that Atari has cut the price of its machines to compete with the other popular micros, they are coming into the budget of many more computer enthusiasts. The range of software available is second to none, most of the worthwhile packages coming from the United States.

There have been several good text adventures written for the Atari, though the number available is certainly nowhere near that for the TRS80 or Spectrum. The Atari relies on large commercial software houses far more than the Sinclair or Commodore range of computers — and the large houses are usually interested in arcade games rather than mind games.

To begin our look at representative software, let's load in *Pharaoh's Curse*, from Synapse Software. This name will be well-known to present Atari users as an American producer of consistently high-quality software.

Pharaoh's Curse is written by Steve Colman and is a straight-down-the-line arcade adventure. You have to guide your little explorer down the funnel of the pyramid, in a search for the pharaoh's treasure. Each of the four levels consists of 16 rooms — once you have collected the treasure on one level (there is one item in each room), and survived, you are given a password to get you to the next.

The hazards range from little buttons which, when stepped on, shoot out flames which will roast you, to rods which rise and fall from the roof of narrow passages.

The strange colours (gold, mauve, grey and purple) of the weird-shaped room, the myriad puzzles (each room has its unique combination of conundrums to be solved), and the continuous noise make it an ideal game.

Journey to the Planets, from another well-respected American company, JV Software (which produced *Ghost Encounters* and *Action Quest* that I wrote about some weeks ago) has an arcade flavour, but is much closer to the traditional adventure. Starting off on your world, your task is to visit all the planets in the galaxy, and find the treasure hidden on each one. Like the traditional adventure, there are objects close at hand which will help you in your quest, you just have to find them! Each

planet consists of six separate screens, or sections, which can be explored at will.

The arcade action starts as soon as you've exhausted the possibilities on your home planet. Move on to that funny little H-shaped thing and press *Fire* on the joystick. Yup, it's your spaceship! After lift-off you can manoeuvre your craft with the joystick — the engines fire in all four directions, and movement is inertial, so a delicate touch is needed in order to stay on the screen. A second touch of the *Fire* button will reveal a galactic map, on which your progress is charted, along with planets explored and unexplored.

You can choose which planet to visit next, and some more arcade action awaits you here. Apart from the odd meteroid trying to nudge you into oblivion, you will have to negotiate the wickedly designed approaches to the planet's surface.

All in all, a rather charming program, with the typical Atari low high-resolution graphics, and piping fairground music.

Although several text adventures are available for the Atari, it is surprising that no one has come up with a *Hobbit*, to utilise the graphic capabilities of the machine, in combination with a good text adventure.

Staying with the Atari, I have only one enquiry about an adventure for the machine. This is from Walker, from Romford (you know, home of the beer). He is playing *The Sorceress*, and seems to

have completed quite a bit of it, but now he seems to be stuck in getting the cannon from the ship, neither can he blow a hole in the wall. Can any Atariists help us?

Meanwhile, don't forget — *Jabba the Hutt* merely has a slight weight problem!

```
1000 LET OS="": INPUT "CODED
MESSAGE";CS
1010 LET CN=LEN CS-7:INT (LEN
CS/7)
1020 IF CN<3 THEN LET CN=CN+3
1030 IF CN=LEN CS THEN LET
CN=CN-1
1040 FOR H=1 TO LEN CS
1050 LET X=0
1060 FOR I=1 TO CN
1070 FOR J=1 TO LEN OS STEP CN
1080 LET X=X+1
1090 IF J=H THEN LET OS=OS+C
S(X)
1100 NEXT J
1110 NEXT I
1120 NEXT H
1130 PRINT OS
```

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further, write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

Cruising & Blind Alley

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Cruising

First there was *Space Invaders*, then there was *Pacman* — now there is *Cruising*. This all-action, machine code, arcade type game, will test your powers of co-ordination to the limit. Never before has a game asked you to think so quickly, or move so fast.

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Each month we will publish the name of the winner and the new *Cruising* high score. Are you good enough to accept the *Cruising* challenge?

The winner of last month's competition with a score of 22664 was I C Willis of Shore Lane, Sheffield, who receives £10. Entries for this month's competition close on June 30.

Notes

- 1) Each entry must consist of a ZX printout and your name and address.

Can you beat
the new
high score?

- 2) Closing date for this month's *Cruising* challenge entries is June 30.
- 3) The highest score each month will receive £10.
- 4) High scores cannot be transferred from one month to another.
- 5) The judges' decision is final.
- 6) No employees of Sunshin Publications Ltd, or their families, will be eligible to enter.

Blind Alley

Blind Alley is a game of strategy. In order to win you must outwit the computer, using your craft to fence in and finally destroy the enemy pursuit vehicles. But watch out for the solid trail left by your opponents — one touch is fatal!

Each month *Popular Computing Weekly* is giving away £10 to the player with the highest score on *Blind Alley*. To enter this month's competition simply send in a copy of your score and the code at the bottom of the score table, together with your name and address to:

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The highest score sent in so far this month is 70625 from Stuart Williamson of Bradford, West Yorkshire. Entries for this month's competition close on June 30.



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PLOTTING ROUTINE

Paul O'Neil of Main Street, Chappenhall, Airdrie, Strathclyde, writes:

Q I wish to interface a ZX printer to a MZ80A and I would be grateful if any reader could offer some assistance. What I/O device does the ZX81 printer have, (assuming that it is I/O mapped). Also does anyone know of a routine to plot hi-res graphics on the device. (I do appreciate that the graphics might be completely different to the MZ80A graphics.)

A The ZX printer is not I/O mapped in the memory map, which means that you will have to access it through the I/O map of the CPU. So any programs you write controlling the printer with the MZ80A will have to be written in machine code.

There is some useful information on page 4 of the manual that comes with the printer. As you can see, A2 will have to be low for the printer to work at all, and the same section tells you what the data lines D0 to D7 control.

I have not got any specific information about hi-res plotting using the MZ80A, but you must keep in mind that the printer is a serial device that plots characters line by line, a pixel at a time. Thus it could plot (256 x 7) + 8 pixels, before it completes the first full character.

CONDITIONS OF SALE

C J Knee of Alphenington, Essex, writes:

Q I have written a number of original games for my Vic20, and am considering selling them. But, I have run up against one main problem, namely copyright.

I have looked up copyright in the local library, but could find nothing of practical use. I am sure I am not alone, so could you please include something about protecting software through copyright.

A We ran a long article on software copyright in our 3-9 February issue. Since then there has been quite a lot of correspondence in our Letters page concerning software libraries and the use of compilers, but nothing has been resolved.

There seems to be no sign of action by the government, so the tradition of legal precedence is probably going to be the final arbiter. But, as yet, the precedents have still to be created.

The legal questions will partly revolve around the type of software you are developing; for example, when is *Space Invaders* not *Alien Invaders*? Just what constitutes a copy will probably have to be settled by specific court cases.

If you are developing completely new software, then I can only suggest that you have a very clear note on your cassette as to who owns the copyright. If you want to avoid libraries using your cassette without paying a royalty, add a note to the effect that the cassette may not be hired or lent without prior permission, and that this is a condition of sale.

You might find it useful to contact the recently formed CTA (Computer Trade Association). It has already established a committee to look into this problem.

HI-RES DUMPI

D Owen of Brander Road, Leeds, writes:

Q I use two BBC computer model Bs; one has the 0.1 operating system, and the other has the 1.2. I would like to know how to dump hi-res graphics from the screen on to an Epson Mk III printer. I am writing a program where the user would make his own graphics, and then dump them straight on to the printer. If you could help me I would be grateful.

A I'm afraid that I have not got a program to dump hi-res graphics from the screen

on to an Epson printer, and as I have not seen a copy of your program I do not really have any idea of how to help you specifically. The only thing that I can suggest is that you have a look at *Laserbug*, issue 11, April 1983. It contains an in-depth review of the Epson in use with the BBC, and though it does not give the hi-res dump program you want, it might supply you with sufficient extra information to develop your own.

VOLUME AND TONE

B Walton of Brentwood Close, Holywell, Whitley Bay, Tyne & Wear, writes:

Q I bought a 48K Spectrum Upgrade kit from Watford Electronics which came back with four chips (741s) soldered in place. The instructions for available memory is *Print Peek 23732 + 256 * Peek 23733*; this should give 65536, however it only gives 65535. When the upgrade is not fitted it should give 32768, but it only gives 32767. Is this correct?

Upon saving a program all appears well until it's used, when nothing happens. This also happens with *Load*. It sounds all right on the tape and I have tried all the usual things such as wriggling the leads and so on. I can *Load* existing tapes, but it will not *Save* and *reLoad*. This problem happens whether or not the extra memory is fitted.

A Your first question crops up a lot on a wide variety of computers. Many people forget that a computer starts counting at nought, thus 11 is the first address, which makes 1 the second address, and so on.

Problems with Spectrum *Save* are beginning to filter through. I do not think that it will approach the epidemic proportions that *Loading* did on the ZX81, but nevertheless, it should not happen. In all fairness I do not think that the Spectrum is solely to

blame. Commercial cassettes are recorded at such a wide range of levels, that sometimes quite major changes of volume and tone are needed, despite the Spectrum being very tolerant to a wide range of levels.

The thing to look out for are the bars that move up the screen, around the box. If there are no bars, then the volume is too low to raise a signal. In the same way, if they start to flicker or jitter too wildly then the volume might well be too high. You say that you have listened to the tape and it sounds all right. If, in fact, it is not very loud, when you have the volume turned right up, then it might well not be all right. The only other thing that I can suggest is that you pull out the other lead in case it is causing interference. If you still get problems, then it would probably be best to return your computer.

SPECTRUM POTENTIAL

Eugenio Da Costa of Rua Ferrellra Borges, 1300 Lisbon, Portugal, writes:

Q I am very interested in buying a ZX Spectrum, but I am concerned about its potential for driving a disk unit, other than Sinclair's own.

More specifically, would it be possible for the Spectrum to drive another manufacturer's disk unit via a RS232C interface, in conjunction with another manufacturer's operating system? If it is any help I would want to use it with an Apple disk drive.

A Now that an RS232 interface is available for the Spectrum, it can be made to access quite a wide range of disk drives, printers and other peripherals. I can see no problem specifically with the Apple disk drive, or any other, as long as it has the RS232 interface.

As for the operating system, you will have to write your own to enable the computer to address the disk drive, whatever make it is.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem *Peek* it to Ian Beardsmore and every week he will *Poke* back as many answers as he can. The address is *Peek & Poke*, PCW, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

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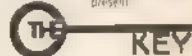
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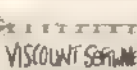
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SWAP DRAGON 32 tapes for other Arcade or Adventure tapes. Tel: Monk, Exeter 59129 after 6 pm

DRAGON 32 + joysticks, cassette games, Centronics printer card, Polaroid, Project Nebular, Maloroid cartridges, books, cost £300 sell £220 ono. Also Line Printer Seven (Tandy). Hi-res graphics, 80 columns, cost £250 accept £180 ono. Both above £360. Tel: 0532 561811 (after 5 pm)

DRAGON 32, many cassettes to swap. Tel: Stuart, New Milton, 0425-611894.

CAVE HUNTER CASSETTES, as new, cost £20, sell £12. Tel: 025-128 3331

DRAGON 32 + cassette recorder, books, joysticks, over £100 of software, £200 ono. Tel: 0484 39502 (anytime)

DRAGON, all leads, manuals, £50 software, £180. Tel: Weymouth 4390

DRAGON 32 with joysticks, £150 software, still under guarantee, £250 ono. Tel: Weymouth 41355

DRAGON 32, only 6 months old, + cassette, software and books, £180. Tel: Great Yarmouth 55935

DRAGON 32, 5 months old, tape recorder, joystick, £250 software, £220 ono. Tel: Mark, 0225 742777 (after 6.30 pm)

DRAGON 32, cartridge, Cosmic Invaders. £15. Tel: 01-730 1668

Ataris for sale

ATARI VCS, as new, with four cartridges, including Demon Attack and Missile Command, complete with joystick and paddle controllers, plus bulletins, £95. Tel: 01-582 8791 evenings

SPECTRUM 16K, five months old, Very good condition including introduction and Basic programming books and introduction software cassette, two software cassette games, only £90. Tel: 794-6556 evenings or weekends

ATARI VCS, + 12 cartridges, extra paddles, good condition, £200 ono. Tel: 0434 604272 anytime

ATARI with 8 cassettes including Defender, Missile Command and Pinball, £150 ono. Tel: 554 6085

ATARI 400 48K and disc drive + joysticks + manuals, £415 ono. Tel: Hove 720530

ATARI VCS + 9 cartridges including PacMan, Defender, Indianapolis-500, Asteroids, Space Invaders and Missile Command + controllers for Indianapolis-500, good condition, £160 ono. Tel: Wadhurst 3332

ATARI VCS + 5 cartridges, £100 ono. Tel: 800 1574 after 7 pm weekdays and weekends

ATARI 400 + basic cartridge, recorder, joystick with 3 cartridges, Cantopede, Missile Command, Defender, Astron IV (cassette) manuals, 4 months old, very good condition, £300 ono. Tel: 01-592 7048 after 4 pm

ATARI 400 32K + cassette, manuals, basic cartridge, 3 joysticks, £160. Tel: 0533 714737 after 6 pm.

ATARI 400 48K, 4 months old, including basic cartridge, manuals and over 30 program listings, £200 ono. Tel: Dundee 76554

ATARI 800 3K and cassette recorder, basic cartridges, sound and video output cable, technical manuals (worth £20), Zaxxon, Air Strike and others. Burghfield Common 3373.

ATARI VCS + Space Invaders and Combat, £70. Many other cartridges available. Tel: Rachill 63143.

ATARI 400 SOFTWARE, swap Jumbo Jet Pilot or Star Raiders for Minor 2048 ER or Missile Command. Tel: 01-858 2849

ATARI VCS + PacMan and Video Chess, boxed, as new, mint condition, £75. Tel: 348 5668 after 5 pm

ATARI VCS + 6 cartridges including Defender, PacMan, Invaders, Asteroids, £85. Tel: 01-555 8317

ATARI 400, Defender cartridge, 5 weeks old, perfect condition, £20. Tel: Northwood 22559

ATARI 800, 48K, cassette, joysticks, £150 software + lots of magazines, £350. Tel: 01-251 3789 after 5.30 pm

ATARI 800, 32K + cassette recorder, basic cartridge cables for sound + video output, technical reference manual, Zaxxon, Air Strike + others, all new. Offers. Tel: Burghfield Common 3373

ATARI 400 SOFTWARE to swap or sell games. Tel: 444834 (High Wycombe)

ATARI 400 or 800, Space Invaders cassette, £10 ono. Tel: 01-680 5014

ATARI VCS, Combat, Airsea, Space Invaders, Adventure, £65. Tel: King's Langley 84697 after 4 pm

ATARI 400, 48K, mint condition including program recorder, manuals, Basic and joystick + 16 games, £300. Tel: 0732 863915

ATARI 400, boxed, 2 months old, with cassette recorder point, master joystick, software, cost £255, accept £195. Tel: Bolton 0204 40319 after 8 pm

ATARI 800 with basic with program recorder joystick, £200 software, £375 ono. Tel: 01-858 5508 after 6 pm, also weekends Can deliver.

ATARI 400 16K, still under guarantee, £750 of software, £299. Tel: Rainham (Essex) 076 22077 after 6 pm.

ATARI VCS + live cartridges including Defender and Space Invader, £75 ono. Tel: Bradford 02746 7647

ATARI 800 + disk drive, cassette recorder, joystick, plenty software cartridges, disks, Star Raiders, Shamos, etc, £575 ono or sell separately. Tel: 01-571 2870

ATARI VCS + Asteroids and Combat cartridge, £70. Tel: Basildon (0268) 281458

Commodores for sale

VIC20 + C2N, all under guarantee + dust cover + Vic Computing magazines + books + cassettes, £150. Tel: 021-327 4986

VIC20 + C2N + 8K + 3 Rom cartridges + other cassette software + magazines, cost £300, will sell for £250. Tel: 0644 237678

VIC CASSETTE DECK + games for £50. Tel: 01-455 2651 (6 pm)

VIC SUPER EXPANDER, £20 ono. Tel: Adrian, Tel: Chesterfield (0246) 851379

VIC20 + C2N cassette deck, super expander, joystick unit, various games, books and magazines, 3 months old, still boxed, £150 Tel: 0563 34855.

VIC20 + C2N cassette deck, 16K memory expansion, joystick, books, £120 of software, £250. Tel: 0602 875298.

VIC20 super expander Tel: 808 6450.

VIC20 with basic cassette recorder, 16K expander, over £100 of software + lots and lots of magazines, £180 one Tel. 0458 7277 (evenings).

VIC20 with cassette unit + software + 2 books + manual + magazines, £125 one Tel. 01-455 6641 after 4.30 pm.

FORTH FOR VIC20, £15 or swap for Vic Revealed and Tank Attack cartridge, will swap for 3K or sell for £10. Call 01-579 2129 after 4.30 pm.

VIC20 + cassette unit, with over £650 of software including over £50 of cassettes, cartridges, 5 books, joystick + dust cover, only 5 1/2 months old, £230 Tel. 01-574 4122.

SWAP VIC20 The Count for a 16K Ram Tel: 051-356 3874

SWAP BUGBYTE ASTEROIDS for any other Bugbyte game Tel: 0341-280726

VIC20 16K cassette deck, joystick, books and loads of software, boxed as new, under guarantee, £180 one Tel: Tibury 7729

VIC20, 16K expansion pack, £30 one Boss Chess £7.50 Tel: 0287-32949

VIC20 + adaption for normal tape recorder super expander, machine language monitor, 3K Ram Omega Race, Jelly Monsters + £20 cassette software + joystick + reference guide, £290 one Tel: Danbury 3888

VIC20 + cassette deck, £120 Tel: Weston-super-Mare 414618.

COMMODORE VIC20 + cassette player and disc drive with cartridges and tapes, cost £700, sell for £500. Tel: Stubbington 5238

VIC20 cassette unit + 16K expansion + Superexpander, over £200 of software (cassette and cartridges), £340 one Tel: Southampton 0703-464186 after 6.30 pm.

VIC20 + cassette unit + joystick, four months old, £140 + offers for software and books. Tel: Billerica 58812 after 6 pm.

COMMODORE 84, brand new + book, £275 one Tel: 01-452 8227 evenings/weekends

VIC20 Audiogenic Tombs of Driven adventure games, £10 Also Vic20 Money Manager, £7. Tel: Alan Johnstone, 21588

VIC20 + cassette, still under guarantee, £250 worth of software £165 Tel: Stoke-on-Trent 332948.

COMMODORE 84 + C2N cassette unit, software, joysticks, brand new, £320 one Tel: Malmern 61602.

VIC20 software and cartridges for sale Tel: 885 1207

For sale

16K ZX81 programs, Bugbyte Invaders £2.50, Bugbyte Mazes £6. Psori, Flight Simulation £4.50 Tel: Peter, 061-224 2716.

FOR SALE, Hungry Horace, Gulpman, Microgen, Skramble + Mad Martha, Ghost Revenge, Cyber Rats, Penetrator, Blind Alley, Cruising, Timegate, Flight Simulation, Galaxions, Games tape 2, 76% plus original price for each Tel: Doncaster 0302 722669.

FOR SALE, Half-price Acorn Software for BBC Tel: 01-788 6993.

SELL OR SWAP for Tetradakki Motor Maud, Centipede, Orbiter and Mind Out. All originals Tel: 0908 75094

COMMODORE 3-TAPE expansion cartridge for sale, swap for Jelly Monsters or any other suitable cartridge game. Tel: Harlow 0279 37629

8K UK 101 FOR SALE, Superb condition with PSU TV and cassette leads with manual and monitor lead, software included, £90 one Tel: Bideford 79732 anytime

TI 99/4A with Extended Basic, Parasc and Invaders cartridges, cassette, lead and joystick. Five months old, £215. Tel: Hinkley, Leics. 0455-634074.

SWAP 16K Spectrum games for any other 16K Spectrum games. Tel: 0766 2908 after 6 pm.

SWAP AMOCK TAPE (Berserk) for other good machine code programs or sell for £3 Tel: 0583-64581

ATARI SOFTWARE, Dalestones of Ryn, Voodoo Castle, Galactic Empire, swap all three for Battle of Shio or individually for any other adventure Tel: 0702-63332

CHESS COMPUTER and spill levels, cost £90, 10 months old, £45 one Tel: 021-476 8362 after 8 pm.

SWAP £40 SPECTRUM SOFTWARE, 16K + 48K (including Time Gate, Penetrator + 30 Tunnel for a Sinclair Printer and paper. Tel: 01-254 0428.

SWAP ZX SPECTRUM 48K + books + games for an Atari VCS or 400. Tel: Livingston, W. Lothian 410 822

SWAP ZX81 16K Arcade + adventure games, details. Tel: 0602 269069, between 4 and 5 pm.

SWAP ZX SPECTRUM 16K + 48K Arcade + Adventure Games, details telephone 0602 260 287 after 4 pm.

NASCOM II, 8K, NAS-CVS III, graphics, Rom, Basic, PS manual, £125 Tel: 01-363 6075

VIEWDATA TERMINAL with 14-inch RGB monitor, both in excellent working order, £250. Tel: 01-363 6075.

MZ 80K, 48K, dust cover, manual, + 35 programs including Star Trek, Space Invaders, etc., excellent condition, £275 one Tel: Boidon 363819

PET REVEALED, Pet graphics and library of Pet sub-routines, £5.50 each, Washington 091 4170754

FOR SALE: Casio SX601P, £30 one. Tel: Witham 518470.

TI 99/4A, recorder, leads, Munchman cartridge, £90 one Tel: Byfleet 42760

FOR SALE: Popular Computing Weekly, from Vol 1 No 26 to Vol 2 No 14, 35p each or £7.50 the lot. Tel: 01-267 6201

BOXED VIC20, 7 months guarantee remains, + manuals + books + software, £110 one Tel: Leven 24249 0333 (after 6 pm)

SWAP 10 ROLLS OF PAPER for the ZX Printer for software. Tel: St Helens (Merseyside) 815128 after 6 pm.

SWAP VIC20 adventure cartridge, The Count, for Voodoo Castle Tel: 0606 75557 between 3 and 6.

SPECTRUM SOFTWARE: Cyberates, Schizoids, Pastimes, Arcadia, all in mint condition, £3.50 each or £13 for all. Tel: St Helens 26314

SWAP PHILIPS G7000 with £170 of cartridges for anything to do with Dragon 32 or swap for Intellivision or any colour computer Tel: 01-789 4269.

SOFTWARE for BBC Model A or B, Asteroids, Invaders, Fun games and seven language programming for BBC computer, worth £32, sell for £20. Tel: Wigan 58719.

ASC0M 1, nas-sys 1, Basic, 48K Ram, P10, Coteia-Blandford cassette interface INNC, Manpower mags, £270 one Tel: Stevenage 68355.

SWAP Spectrum games for others. Games include Horace/Spiders and Colour Flash. Tel: 0622 61917 after 6 pm, ask for Ian.

Wanted

WANTED: computer and video games magazines Nos 5 and 3. Will pay up to £1.50 each. Tel: 0341 280726.

WANTED: BBC Model A, in exchange for 48K Lynx + £25 cash (brand new and still in box). Tel: 0799 22207.

WANTED: BBC micro or Commodore Vic20 Tel: 01-359 3190.

VIC20 owner in Nottingham area to exchange software and ideas Tel: 397892

WANTED: ZX Spectrum, 16K, under £80 Tel: 0603 47137

WANTED: BBC Model B, Tel: (office) 207 5840; (home) 207 2815.

WANTED TANDY colour computer owners interested in swapping software. Tel: Pelsall (0922) 691618

WANTED FELLOW SPECTRUM owners in Newcastle area for exchange of software and ideas Tel: Newcastle 658752

WANTED BBC MICRO — preferably in good condition — will pay up to £300 Tel: Stonehenge 43343 after 5 pm

8K RAM CARTRIDGE, Commodore in exchange for super-expander cartridge + some money. 0442 58200.

WANTED ZX PRINTER, Tel: Bourne-mouth (0202) 429429.

SWAP Master File, Football Pools, Masterkey, Solikit, Autozonix, Androids, Velnors Lair, ZX Scrabble + Heathrow Witham 518470.

SWAP Horace and the Spiders, Passel, A & S Painter, Dungeon Adventure, Firebirds, Dragons Lair, Strix. Tel: Witham 518470

40 PTERODACTYL, Ultra-violet, Cybertron, ET X, Jelsack + Molar Maul, swap for other software. Tel: Witham 518470

WANTED SPECTRUM 48K, Details please to K. Slader, Woodside Cottage, Woodlands, Southampton SO4 2GN

WANTED BASIC COMPUTER for Vic20 Tel: 051-992 3630

WANTED ZX SPECTRUM, 16K or 48K, cash willing 0543 371090

EXPANSION INTERFACE + disc drives + printer suitable for TR60 LVII Tel: Don on Totton 869497 or 861618.

ACCURATE ASTROLOGY from ASTROCALC

Our three basic modules, Natal, Progressions and Transits are now available for

DRAGON and NewBrain

With Astrocalc programs there is no question of planets being several degrees out or in the wrong sign! The average error is less than 1/2 min of longitude for all planets (20th century). For £18, the natal program gives you the longitudes, declinations, Equal and Placidus house cusps, Qualities and Elements and of course the aspects with actual orbs shown.

For another £15, the progressions and transits modules give you the progressed positions, for any year, mutual aspects, progressed to natal, progressed to progressed, and lunar aspects by month; plus exact date transits for periods of from 1 to 12 months (outer planets) or on a daily basis (all planets).

Special offer for 16K Sinclair ZX81 owners all three modules for only £25

Many more modules for the 48K Spectrum, Genie 1, II and 3, Tandy TRS80 1 and 3, Commodore PET 3000, 4000 and 8000.

Please send cash with order, or a large s.a.e. for further details to: For Spectrum and Commodore machines to:

Terry Dwyer, MA DMS Astrol, 53 Loughborough Road, Quorn, Loughborough, LE12 8DU, tel: 0509 412076

For other machines to: Colin Miles, BSc DMS Astrol, 67 Peasecroft Road, Hemel Hempstead, Herts HP3 8ER, tel: 0442 51809 (after 8 pm)

FIFTY ARCADE GAMES FOR YOUR MICRO

For a limited period we are offering 50 first-class games at a special introductory price. To be sure of your copy order now.

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Dragon 32.....	£8.99
Oric 1.....	£8.99
Sinclair ZX81 1K.....	£4.99
ZX81 16K.....	£5.99

All tapes post free. Mail order only. Cheques/POs payable to Anco Software, 25 Corsewall Street, Coatbridge ML5 1PX.

NEW RELEASES

PART TWO



Spectrum Starter Pack 2 is the second release in the Collins series designed to teach you how to program.

Each pack in the series consists of a handbook and cassette. *Pack 2* continues where the first part left off and contains a number of routines which stress the sound and colour available on the machine.

Programs include *Sound* — which turns your Spectrum into an electronic organ — and *Bar Chart* — which illustrates how bar charts can be constructed from figures.

Program *Spectrum Starter Pack 2*
Price £9.95
Micro Spectrum
Supplier Collins Educational
PO Box
Glasgow G4 0NB

CAT & MOUSE

Confuse the Cat is a new game for the 32K model ■ BBC computer. The decidedly odd scenario involves moving a cat around a cellar during a power cut, looking for objects which will enable him to eliminate each mouse.

The game is intended, in the first instance, to be a sort of adventure, where you must gradually discover the uses for each of the various objects.

However, the manufacturer claims that you can play the game more than once, because tactical skill comes into play — how quickly can you eliminate the mice?

The cat's salary is £5,000.

with a bonus for each mouse caught. However, a poor performance could mean demotion.

Program *Confuse the Cat*
Price £4.50
Micro BBC B
Supplier EF Computing
6 Victoria Road
Stockbridge
Sheffield
S30 5FW

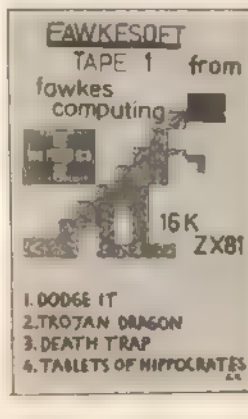
COMPOSER!

Music Maker is a program for the 48K Spectrum designed to enable you to write your own music. It uses a mixture of Basic and machine code to enable you to choose time, signature, key, note value and note pitch. Once your creation is finished, you can play it back and Save it on tape.

Bellflower Software is a new company which seems to be concentrating on providing useful utility programs for the Spectrum.

Program *Music Maker*
Price £5.75
Micro Spectrum 48K
Supplier Bellflower Software
6 Rosewood Avenue
Greenford
Middlesex

MULTI-TAPE



Fawkesoft is a software company still catering for the ZX81. *Tape 1* contains four games *Dodge It*, *Trojan Dragon*, *Death Trap*, and *Tablets of Hippocrates*.

The games are a mixture of machine code and Basic, and are both arcade type — *Dodge It* — and Adventure — *Tab-*

lets of Hippocrates. All of the games require 16K of memory.

Program *Tape 1*
Price £4.95
Micro ZX81 (16K)
Supplier Fawkes Computing
41 Wolfridge Ride
Alveston
Nr Bristol BS12 2RA

TRACE IT!

Trace is a machine code utility program designed for use with Basic programs.

The program shows you how the computer executes each line of Basic. The current line of Basic is highlighted before it is executed.

The program is intended to be used in the teaching of computer languages as well as for the home user.

Program *Trace*
Price £6.95
Micro Spectrum
Supplier Texgate
14 Brook Lane
Corfe Mullen
Dorset BH21 3RD

BIZARRE!

Softek is familiar to Spectrum owners because of its compiler — now reduced in price to £9.95. However, it has just issued five arcade style games.

Of the five, *Joust* is the most unfamiliar and bizarre. Using the keyboard you control a giant bird — an ostrich which you pilot (well, what is the term when you sit on a bird?) in a joust against enemies who are also sitting on birds.

Softek is stressing the high-resolution "flap" of the birds, which it says compares favourably with the achievements of both Psion and Imagine.

Program *Joust*
Price £5.95
Micro Spectrum
Supplier Softek
329 Croxted Road
London SE24 9DB

NO STIGMA

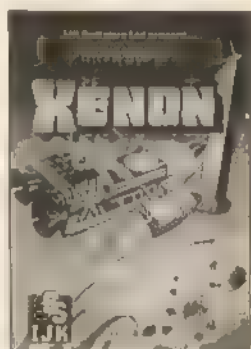
CP White (Services) has another new release for the Vic. *3 Games* is exactly that —

three games entitled *Gas Light*, *Pea Picker* and *Apple Cropper*.

The company says that each of its games could be sold separately — there is a stigma attached to the "games pack" because the games in it are usually poor quality — CP White says that's definitely not the case here.

Program *3 Games*
Price £3.50
Micro Vic20 (+3K)
Supplier CP White (Services)
52 Northfield Ave
West Ealing
London W13 9SY

SHOOT-UP



Oric software is finally arriving, in dribs and drabs. IJK Software is a company that has previously specialised in BBC programs, but it has now issued three cassettes for the 48K machine.

Xenon 1 is in classic "shoot em up" mould with several waves of aliens. You must beat off the Aards and travel on through meteorite showers until you can refuel and defend your planet from the Paratons.

The "ultimate accolade" is to destroy the Zorgon battle star, which will appear at the end of the game if you survive.

It all sounds like the classic format — if Oric owners are the same as owners of all the other micros, it should do well.

Program *Xenon 1*
Price £8.50
Micro Oric 48K
Supplier IJK Software
4 King Street
Blackpool
Lancashire

NEW RELEASES

BY TOUCH



In the world of Dragon software Microdeal is one of the market leaders, in terms of number of products at least.

Its latest release is *Backgammon* — a computer version of the popular board game. There are nine skill levels and the computer can even be made to play against itself.

A novel feature is that the Microdeal light pen will work with this game, allowing you to enter your moves merely by touching the screen.

Program *Backgammon*

Price £8.00
Micro Dragon 32
Supplier Microdeal
14 Truro Road
St Austell
Cornwall PL25 5JE

ADVANCED

The Spectrum book market is so vast that even the fairly advanced area of machine code has at least three books to itself — and still they keep on coming.

Spectrum Machine Code is the latest addition to Shiva's friendly micro series. Authors Ian Stewart and Robin Jones are well-known for their previous books (*Machine Code* and *Better Basic* was serialised in PCW).

Book Spectrum Machine Code
Price £5.25
Micro Spectrum
Supplier Shiva Publishing
4 Church Lane
Nantwich
Cheshire CW5 5RO

TWISTED!

Pentagon is a company offering independent Dragon software. It has just released *Dragon Hawk*.

This machine code game involves fighting off enormous birds that swoop towards you — so far so Galaxian — but the twist is that this is just a screen to enable the mother bird to fly down and pick up a little man.

Your main aim is to defend the man and shoot down the bird if it should pick him up. If that isn't enough, there are some tiny flies for you to attack.

Program *Dragon Hawk*
Price £6.95
Micro Dragon 32
Supplier Pentagon
31 Banks Ave
Achworth
Yorks

3-D MAZE



Brother Software is a new name in Dragon games. The Hertfordshire based company has just issued its first release, *Maze Men*.

The game involves shooting all the men in a maze. But, because the maze is three-dimensional and certain parts of it look very similar, this is made very difficult.

Another three games will soon be available from the company.

Program *Maze Men*
Price £5.00
Micro Dragon 32
Supplier Brother Software
25 Augustus Close
St Albans
Herts

SPRITELY!

Atari owners will be fairly familiar with the English Soft-

ware Company, but now it is catering for the Commodore 64 as well.

Sprite Maker 64 is a utility program that gives access to the sprite capability of the machine.

You use a cursor to design the sprite capability of the which can then be saved and used in your own program.

Program *Sprite Maker 64*
Price £6.95
Micro Commodore 64
Supplier English Software Company
50 Newton Street
Piccadilly
Manchester
M1 2EA

ADDICTIVE!



Simon Wadsworth

Arctic will soon issue *Adventure E — The Golden Apple*.

Its previous adventure games — A to D — have built up a strong reputation for being addictive and fiendishly difficult to solve — so much so, that Arctic has a number of help sheets available.

Simon Wadsworth, the author, also wrote *Invasion Force* and *Gobbleman* for Arctic. Simon is managing to combine A level study with the development of his next adventure — F.

Program *The Golden Apple*
Price £6.95
Micro Spectrum 48K
Supplier Artic Computing
396 James Reckitt Ave
Hull
N Humberside

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 19 Whitcomb Street, London WC2 7HF.



Ziggurat



Root causes

I have my trusty calculator/clock before me: I enter 11111111 and then press the square root button, the answer is 3333.3333 (and we can guess that the 3s continue on for ever).

If I square the number (which is supposed to be the square root of 11111111) by using X^2 and then =, the result is 11111110. The square of the square root does not equal the original number. Obviously, really, would you not think?

My wee calculator does not have an infinite capacity, and thus is not able to store an unending sequence of 3s — it has an eight-digit accuracy. The number I used above (11111111) has eight digits, and thus is stretching its accuracy to the limit. If I enter 1111, the square root is 33.331666, and the square of the square root is 1110.9999 — accurate to seven significant figures.

What I have just found for my calculator does not hold for all calculators — some round-off numbers, whereas mine just chops the end off.

Chopping the end off is called chopped arithmetic on posh computers, but we all know that computers are just calculators putting on airs... or are calculators computers with an inferiority complex...?

We do not have to construct an example anywhere near as complex to illustrate the same sort of quirk on a computer.

Try this tiny program:

```
10 INPUT X
20 S = X^2
30 FOR I = 1 TO 25
40 S = (S + X)/2
50 PRINT S
60 NEXT I
70 PRINT S-SQR(X), S-(SQR(X) + X SQR(X))/2
```

which produces a string of 25 values of S , where S becomes closer and closer (very soon) to the square root of the number we have input as X .

This is the method for calculating square roots known as Newton's Method, and it is an example of an iterative method — going through a routine repeatedly each time getting closer to the desired answer.

Many estimation methods work on similar principles. We estimate a value and then use that estimate to produce a new estimate. For those who are interested in such things, the general form of Newton's equation is, when $F(x) = 0$,

$$x(i) = x(i-1) - F(x(i-1))/F'(x(i-1)).$$

In English this means that the i th estimate of x is given by the value of the $(i-1)$ th estimate less the function of x divided by its differential at the value x .

What is the function in this case? Well,

$$F(x) = x^2 - V = 0$$

and the differential of the function is

$$dF/dx = F'(x) = 2x$$

so that

$$F(x)/F'(x) = (x^2 - V)/2x$$

and

$$x - F(x)/F'(x) = x - (x^2 - V)/2x = (x + V/x)/2$$

QED — and if it ain't QED, work it out again.

(Incidentally, Chapter 15 in *Pure Mathematics* by A J Sherlock et al (John Murray) is a fair explanation at A-level standard.)

In the program above, for some values, the Sqr function does not agree with the totally accurate value S .

S is as accurate as the machine can allow. The other value should never differ, unless the Sqr function is amazingly inaccurate.

If you try:

```
X = 0; FOR I = 1 TO 1000: X = X + .001: NEXT I: PRINT X
```

the value of X is not $0.001 \times 1000 = 1$. It is usually less — why?

Talking of problems and squares, and square roots, I noticed an easy one, to do with the sides of triangles. It is possible to have an integer-sided triangle with any odd number being the smallest side.

Let the little side be m , and the other sides be n and $n+1$. Then $(n+1)^2 - n^2 = m^2 + 2n + 1 - n^2 = 2n + 1$.

$$\text{As } m^2 = (n+1)^2 - n^2 \text{ then } n = (m^2 - 1)/2.$$

Boris Allan

Puzzle

Howzat!

Puzzle No 60



When Arthur dreamed, he dreamed of cricket — and in particular of the team for which he played — the Stickshire cricket club.

He dreamt of a famous victory. Not all the side batted, but each player who did made a score equal to one of the divisors of the total. Each batsman scored less than the one before and each divisor of the total appeared once on the score sheet. (One is counted as a divisor, but not the total itself — for example, the divisors of 12 are 6, 4, 3, 2 and 1.)

These intensely mathematical imaginings bothered Arthur greatly. Not because he couldn't stop them from happening. Not because he did not know why they came. Not even because they also bothered his analyst.

What really rankled was that he could never work out the final score. All he could remember was that the opening batsmen made a double century and a century.

Can you work out how many batted and what their scores were?

Solution to Puzzle No 55

The problem was to find a succession of right-angle triangles each with sides an exact number of units, such that the longest side of each triangle forms the shortest side of the next.

The first two are 3, 4, 5 and 5, 12, 13. The program to find the next three triangles in the series is:

```
10 A = 3.20 FOR N = 1 TO 5.30 X = A: Y = A + 1
40 Z = SQR(X*X + Y*Y). 50 A = INT(Z) 60 IF Z - A < 1E-5 THEN 90 70 Y = Y + 2. 80 GOTO 40 90 PRINT X:Y:A 100 NEXT N
```

The difficulty with the problem is the inaccuracy of the Sqr function on most micros. Line 60 takes this into account when it checks that $Z=A$ to within a thousandth of a percent.

The answers given by the program are, for the next three triangles in the series: 13, 84, 85; 85, 132, 157; and 157, 12324, 12325.

Winner of Puzzle No 55

The winner is: A F Salisbury, Clifton Drive South, Annes-on-Sea, Lancs, who receives £10.

Top 10

- Vic20**
- (1) Introduction to Basic Part 1 (Commodore)
 - (2) 51 Panic (Bug-Byte)
 - (3) Wacky Waiters (Imagine)
 - (4) Asteroids (Bug-Byte)
 - (5) Aresia (Imagine)
 - (6) Amok (AudioGraphics)
 - (7) Cosmard (Bug-Byte)
 - (8) Blitz (Commodore)
 - (9) Sea Wolf (AudioGraphics)
 - (10) Chess (Bug-Byte)
- (Figures compiled by Boots & Co, London)

Top 10

- Spectrum**
- (1) Flight Simulation (Pison)
 - (2) 3D Painter (Melbourne House)
 - (3) Jetpac (Ultimate)
 - (4) Transylvanian Tower (Richard Shepherd)
 - (5) 3D Tanks (DK Tronics)
 - (6) The Hobbit (Melbourne House)
 - (7) Horace Goes Skiing (Pison/Melbourne House)
 - (8) Ah Diddums (Imagine)
 - (9) Arcadia (Imagine)
 - (10) Chess (Pison)
- *Requires 48K
(Figures compiled by W H Smith and Son Ltd)

Top 10

- Atari**
- (1) Zaxxon (Defago)
 - (2) Miner 2049er (Big Five)
 - (3) Helix Ace (Microprose/ft)
 - (4) Stone of Sisyphus (Adventure International)
 - (5) Chop Lifter (Broderbund)
 - (6) Pharaoh's Curse (Synapse)
 - (7) Sea Dragon (Adventure International)
 - (8) Astro Chase (First Star/ft)
 - (9) Shamus (Synapse)
 - (10) Defender (Atari)
- *Cartridge: £12K cassette, £12K disc, £48K disc.
(Figures compiled by Cetus Computers, Birmingham 021-632 5458)

Top 10

- Dragon**
- (1) The King (Microdeal)
 - (2) Space War (Microdeal)
 - (3) Caterpillar Attack (Microdeal)
 - (4) Planet Invader (Microdeal)
 - (5) Dragon Trek (Saunders)
 - (6) Abolisher (Microdeal)
 - (7) Defence (Microdeal)
 - (8) Mansion Adventure (Microdeal)
 - (9) Madness and the Minotaur (Dragon Data)
 - (10) Chess (Dragon Data)
- *Cartridge
(Figures compiled by Boots & Co, London)

BBC

- (1) Rocket Raid (Acornsoft)
 - (2) Planet Planetoids (Acornsoft)
 - (3) Sphinx Adventure (Acornsoft)
 - (4) Killer Gorilla (Program Power)
 - (5) Word Wise (Computer Concepts)
 - (6) Desk Diary (Acornsoft)
 - (7) Philosopher's Quest (Acornsoft)
 - (8) Chess (Program Power)
 - (9) Great Britain Limited (Simon W Heggie)
 - (10) Viper (Acornsoft)
- *All BBC Model B only. 1Rom chip.
(Figures compiled by Micro Management, Ipswich 0473 59181)

Z801

- (1) Flight Simulation (Pison)
 - (2) 3D Monster Maze (New Generation)
 - (3) Chess (Quicklake)
 - (4) CS Scramble (J K Greys)
 - (5) Catcombs (Aric)
 - (6) Galaxians (Pison)
 - (7) Space Raiders (Pison)
 - (8) Alien Dropout (Sivens)
 - (9) Averger (Abacus)
 - (10) 10 Games for 1K (J K Greys)
- *All 10K except where shown, 1Panic in 1K.
(Figures compiled by W H Smith and Son Ltd)

Books

- (2) Vic Programmer's Reference Guide, Commodore (Commodore)
 - (1) Spectrum Ram Disassembly, Logan (Melbourne House)
 - (3) Spectrum Hardware Manual, Dickens (Melbourne House)
 - (4) Commodore 64 Programmer's Reference Guide, Commodore (Commodore)
 - (5) 6800 Machine Code for Beginners, Stephenson (Newnes)
 - (6) 6800 Assembly Language Programming, Leveritt (Osborne)
 - (7) Dynamic Games for your Dragon 32, Hartnell (Interface)
 - (8) The Working Commodore 64, Lawrence (Sunshine)
 - (9) Enter the Dragon, Cleiter (Melbourne House)
 - (10) Mastering the Vic20, Jones (Sigma)
- (Figures compiled by Watford Technical Books, Watford 0923 23324)
(Last week's position in brackets)

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B	Automata is committed to non-violent games. No killing, no conquering, no bombing.... Just First Class entertainment.	
C	These back-page advertisements are rather silly, and may well get sillier. Don't we care about making pots of money?	
D	There are eleven-thousand red dancing gongs in Balkan dance costumes, just outside of camera range. Honest! There are...	
E	There are no computers on our exhibition stand. Our games' reputations and their reviews seem to be all that's needed.	
F	We rather enjoy dressing up in bright pink combinations and Groucho Marx outfits, and then go exposing ourselves.	
G	There are a great many happy people with smiling faces in the photograph. This makes us happy too.	
H	We are pleased to meet our public face to face. We don't want to lose contact with our most important clients: you.	



HAVE YOU FILLED IN ALL THE NUMBERS? GOOD. NOW WRITE A SLOGAN FOR "AUTOMATA" THAT IS EVEN BAFTER THAN "WE PUT SOME TING IN COMPUTING" IS NOT MORE THAN TEN WORDS, and write it in the following space:

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